Task 3:

```cpp
#include <iostream>
class Rectangle {
    public:
    // Constructor
    Rectangle(int w, int h) {
    width = w;
    height = h;
    }
    // Method to calculate area
    int area() {
    return width * height;
    }
    // Method to set width
    void setWidth(int w) {
    width = w;
    }
    // Method to set height
    void setHeight(int h) {
    height = h;
    }
    private:
    int width;
    int height;
};
int main() {
    // Create a Rectangle object
    Rectangle rect(6, 7);
    // Call methods on the object
    std::cout << "Width: " << rect.area() << std::endl;
    std::cout << "Height: " << rect.area() << std::endl;
    std::cout << "Area: " << rect.area() << std::endl;
    // Set new values using the methods
    rect.setWidth(6);
    rect.setHeight(8);
    // Call methods on the object with the new values
    std::cout << "Width: " << rect.area() << std::endl;
    std::cout << "Height: " << rect.area() << std::endl;
    std::cout << "Area: " << rect.area() << std::endl;
    return 0;
}
```

Output:

```
/tmp/sUCMCaxzCY.o
Width: 20
Height: 20
Area: 20
Width: 48
Height: 48
Area: 48
```