**Complete on rectangle box classes program in main**

* Create two objects of class rectangle one with the default constructor and one with the copy constructor.
* Create two objects of class Box one with the default constructor and one with the copy constructor.
* Try to call function print from the class rectangle from objects of type box.
* Print the content of the 4 objects with calling area function each time.
* Create reference of type rectangle and make it point to box object and print the result.