1996. The Number of Weak Characters in the Game

Description

You are playing a game that contains multiple characters, and each of the characters has **two** main properties: **attack** and **defense**. You are given a 2D integer array `properties` where `properties[i] = [attack_i, defense_i]` represents the properties of the `i^th` character in the game.

A character is said to be **weak** if any other character has **both** attack and defense levels **strictly greater** than this character's attack and defense levels. More formally, a character `i` is said to be **weak** if there exists another character `j` where `attack_j > attack_i` and `defense_j > defense_i`.

Return *the number of **weak** characters*.

Example 1:

```
Input: properties = [[5,5],[6,3],[3,6]]
Output: 0
Explanation: No character has strictly greater attack and defense than the other.
```

Example 2:

```
Input: properties = [[2,2],[3,3]]
Output: 1
Explanation: The first character is weak because the second character has a strictly greater attack and defense.
```

Example 3:

```
Input: properties = [[1,5],[10,4],[4,3]]
Output: 1
Explanation: The third character is weak because the second character has a strictly greater attack and defense.
```

Constraints:

- `2 <= properties.length <= 10^5`
- `properties[i].length == 2`
- `1 <= attack_i, defense_i <= 10^5`