Our Solution(s)   Run Code

Solution 1   Solution 2   Solution 3

```csharp
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using System.Collections.Generic;

public class Program {
  static string UP = "up";
  static string RIGHT = "right";
  static string DOWN = "down";


  // O(n^2) time | O(n) space - where n is the number of coordinates
  public static int RectangleMania(Point[] coords) {
    Dictionary<string, Dictionary<int, List<Point> > > coordsTable = g
      coords);
    return getRectangleCount(coords, coordsTable);
  }

  public static Dictionary<string, Dictionary<int, List<Point> > > get
    Point[] coords) {
    Dictionary<string, Dictionary<int,
      List<Point> > > coordsTable = new Dictionary<string,
        Dictionary<int,
        List<Point> > >();
    coordsTable.Add("x", new Dictionary<int, List<Point> >());
    coordsTable.Add("y", new Dictionary<int, List<Point> >());
    foreach (Point coord in coords) {
      if (!coordsTable["x"].ContainsKey(coord.x)) {
        coordsTable["x"].Add(coord.x, new List<Point>());
      }
      if (!coordsTable["y"].ContainsKey(coord.y)) {
        coordsTable["y"].Add(coord.y, new List<Point>());
      }
      coordsTable["x"][coord.x].Add(coord);
```

Your Solutions   Run Code

Solution 1   Solution 2   Solution 3

```csharp
public class Program {
  public static int RectangleMania(Point[] coords) {
    // Write your code here.
    return -1;
  }

  public class Point {
    public int x;
    public int y;

    public Point(int x, int y) {
      this.x = x;
      this.y = y;
    }
  }
}
```

Our Tests

Custom Output   Submit Code

Run or submit code when you're ready.