

Our Solution(s)

Run Code

Your Solutions

Run Code

Solution 1	Solution 2	Solution 3
<pre>1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved. 2 3 class Program { 4 let UP = "up" 5 let DOWN = "down" 6 let LEFT = "left" 7 let RIGHT = "right" 8 9 func coordToString(_ coord: [Int]) -> String { 10 let x = coord[0] 11 let y = coord[1] 12 13 return "\(x)-\(y)" 14 } 15 16 // O(n^2) time O(n) space 17 func rectangleMania(_ coords: [[Int]]) -> Int { 18 let coordsTable = getCoordsTable(coords) 19 return getRectangleCount(coords, coordsTable) 20 } 21 22 func getCoordsTable(_ coords: [[Int]]) -> [String: [Int: [[Int]]]] { 23 var coordsTable: [String: [Int: [[Int]]]] = ["x": [:], "y": [:] 24 25 for coord in coords { 26 let x = coord[0] 27 let y = coord[1] 28 29 if var tableAtX = coordsTable["x"], var coordinatesForX = 30 coordinatesForX.append(coord) 31 tableAtX[x] = coordinatesForX 32 coordsTable["x"] = tableAtX 33 } else if var tableAtX = coordsTable["x"] {</pre>		<pre>1 class Program { 2 func rectangleMania(_ coords: [[Int]]) -> Int { 3 // Write your code here. 4 return -1 5 } 6 } 7</pre>

Our Tests

Custom Output

Submit Code

<pre>1 class Program { 2 func rectangleMania(_ coords: [[Int]]) -> Int { 3 // Write your code here. 4 return -1 5 } 6 } 7</pre>	
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10 #return float type 0% if 0, 100% if 100
11 def secondRound = (20, 40, 30, 50, 10, 60, 20, 40, 10, 30)
12 def secondRound(20, 40, 30, 50, 10, 60, 20, 40, 10, 30)
13 }
14 #return float type 0% if 0, 100% if 100
15 def thirdRound = (20, 40, 30, 50, 10, 60, 20, 40, 10, 30)
16 def thirdRound(20, 40, 30, 50, 10, 60, 20, 40, 10, 30)
17 }
18 #return float type 0% if 0, 100% if 100
19 def fourthRound = (20, 40, 30, 50, 10, 60, 20, 40, 10, 30)
20 def fourthRound(20, 40, 30, 50, 10, 60, 20, 40, 10, 30)
21 }
22 #return float type 0% if 0, 100% if 100
23 def fifthRound = (20, 40, 30, 50, 10, 60, 20, 40, 10, 30)
24 def fifthRound(20, 40, 30, 50, 10, 60, 20, 40, 10, 30)
25 }

```

Run or submit code when you're ready.