Our Solution(s) Run Code

Solution 1 Solution 2 Solution 3

```go
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package main

type Coord struct {
  X, Y int
}

type Direction int

const (
  None Direction = iota - 1
  Up
  Down
  Left
  Right
)

// O(n^2) time | O(n) space - where n is the number of coordinates
func RectangleMania(coords []Coord) int {
  coordsTable := getCoordsTable(coords)
  return getRectangleCount(coords, coordsTable)
}

type CoordSet map[Coord]struct{}
type CoordsTable struct {
  Xs, Ys map[int]CoordSet
}

func getCoordsTable(coords []Coord) CoordsTable {
  table := CoordsTable{
    Xs: map[int]CoordSet{},
    Ys: map[int]CoordSet{},
```

Your Solutions Run Code

Solution 1 Solution 2 Solution 3

```go
package main

type Coord struct {
  X, Y int
}

func RectangleMania(coords []Coord) int {
  // Write your code here.
  return -1
}

```

Our Tests

Custom Output Submit Code

Run or submit code when you're ready.