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Your Solutions

Run Code

Our Solution(s) Run Code

```
Solution 1 Solution 2
                         Solution 3
 1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
   #include <vector>
   #include <unordered_map>
 5 using namespace std;
7
   struct Point {
     int x;
9
     int y;
10 };
11
12 string UP = "up";
13 string RIGHT = "right";
14 string DOWN = "down";
16 unordered_map<string, unordered_map<int, vector<Point>>>
17
   getCoordsTable(vector<Point> coords);
18 int getRectangleCount(
19
       vector<Point> coords,
20
       unordered_map<string, unordered_map<int, vector<Point>>> coordsTab
21 int clockwiseCountRectangles(
22
       Point coord1,
23
       unordered_map<string, unordered_map<int, vector<Point>>> coordsTab
24
       string direction, int lowerLeftY);
26 // O(n^2) time | O(n) space - where n is the number of coordinates
27 int rectangleMania(vector<Point> coords) {
     unordered_map<string, unordered_map<int, vector<Point>>> coordsTable
28
29
         getCoordsTable(coords);
30
     return getRectangleCount(coords, coordsTable);
31 }
```

33 unordered_map<string, unordered_map<int, vector<Point>>>

Run or submit code when you're ready.