

```
Solution 1      Solution 2      Solution 3

1  class Program {
2      func rectangleMania(_ coords: [[Int]]) -> Int {
3          // Write your code here.
4          return -1
5      }
6  }
7  }
```

Submit Code

```

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.