

Our Solution(s)

Run Code

Your Solutions

Run Code

Solution 1Solution 2Solution 3

```
1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
2
3 package main
4
5 type Coord struct {
6     X, Y int
7 }
8
9 type Direction int
10
11 const (
12     None Direction = iota - 1
13     Up
14     Down
15     Left
16     Right
17 )
18
19 // O(n^2) time | O(n) space - where n is the number of coordinates
20 func RectangleMania(coords []Coord) int {
21     coordsTable := getCoordsTable(coords)
22     return getRectangleCount(coords, coordsTable)
23 }
24
25 type CoordSet map[Coord]struct{}
26 type CoordsTable struct {
27     Xs, Ys map[int]CoordSet
28 }
29
30 func getCoordsTable(coords []Coord) CoordsTable {
31     table := CoordsTable{
32         Xs: map[int]CoordSet{},
33         Ys: map[int]CoordSet{},
```

Solution 1Solution 2Solution 3

```
1 package main
2
3 type Coord struct {
4     X, Y int
5 }
6
7 func RectangleMania(coords []Coord) int {
8     // Write your code here.
9     return -1
10 }
11
```

Our Tests

Custom Output

Submit Code

```
18 def is_prime(n):
19     if n < 2:
20         return False
21     for i in range(2, int(n**0.5) + 1):
22         if n % i == 0:
23             return False
24     return True
25
26 def is_prime(n):
27     if n < 2:
28         return False
29     for i in range(2, int(n**0.5) + 1):
30         if n % i == 0:
31             return False
32     return True
33
34 def is_prime(n):
35     if n < 2:
36         return False
37     for i in range(2, int(n**0.5) + 1):
38         if n % i == 0:
39             return False
40     return True
```

Run or submit code when you're ready.