
Solution 1 Solution 2 Solution 3

Run Code

Our Solution(s)

```
Run Code
```

Your Solutions

Solution 1 Solution 2 Solution 3

```
1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
 3 package main
 5 type Coord struct {
    X, Y int
 7 }
8
9 type Direction int
10
11 const (
12
    None Direction = iota - 1
13
14
    Down
15
    Left
16
    Right
17 )
18
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 map[Coord]map[Direction]CoordSet
27
28 func getCoordsTable(coords []Coord) CoordsTable {
29
    table := CoordsTable{}
30
    for _, coord1 := range coords {
31
     directions := map[Direction]CoordSet{
      Up: CoordSet{},
33
        Right: CoordSet{},
```

```
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
```

Run or submit code when you're ready.