```java
class Solution {
    public boolean isRectangleOverlap(int[] rec1, int[] rec2) {
            int x00 = rec1[0];
            int y00 = rec1[1];
            int x01 = rec1[2];
            int y01 = rec1[3];
            int x10 = rec2[0];
            int y10 = rec2[1];
            int x11 = rec2[2];
            int y11 = rec2[3];
            return x00 < x11 && x10 < x01 && y00 < y11 && y10 < y01;
    }
}
```

A rectangle is represented as a list `[x1, y1, x2, y2]`, where `(x1, y1)` are the coordinates of its bottom-left corner, and `(x2, y2)` are the coordinates of its top-right corner.

Two rectangles overlap if the area of their intersection is positive. To be clear, two rectangles that only touch at the corner or edges do not overlap.

Given two (axis-aligned) rectangles, return whether they overlap.

Example 1:

Input: rec1 = [0,0,2,2], rec2 = [1,1,3,3]
Output: true
Example 2:

Input: rec1 = [0,0,1,1], rec2 = [1,0,2,1]
Output: false