

You are playing a game that contains multiple characters, and each of the characters has **two** main properties: **attack** and **defense**. You are given a 2D integer array `properties` where `properties[i] = [attacki, defensei]` represents the properties of the `ith` character in the game.

A character is said to be **weak** if any other character has **both** attack and defense levels **strictly greater** than this character's attack and defense levels. More formally, a character `i` is said to be **weak** if there exists another character `j` where `attackj > attacki` and `defensej > defensei`.

Return *the number of **weak** characters*.

Example 1:

Input: `properties = [[5,5],[6,3],[3,6]]`

Output: `0`

Explanation: No character has strictly greater attack and defense than the other.

Example 2:

Input: `properties = [[2,2],[3,3]]`

Output: `1`

Explanation: The first character is weak because the second character has a strictly greater attack and defense.