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Description

Solution

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1996. The Number of Weak Characters in the Game

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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.

Example 3:

Input: `properties = [[1,5],[10,4],[4,3]]`
Output: `1`
Explanation: The third character is weak because the second character has a strictly greater attack and defense.

Constraints:

- `2 <= properties.length <= 105`
- `properties[i].length == 2`
- `1 <= attacki, defensei <= 105`

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```
class Solution {
    public int numberOfWeakCharacters(int[][] properties) {
    }
}
```

Problems

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