def get\_area(a, b, c):  
 return ((a[0] \* (b[1] - c[1])) + (b[0] \* (c[1] - a[1])) + (c[0] \* (a[1] - b[1]))) \* 0.5  
  
  
def is\_in\_triangle(a, b, c, p):  
 area\_1 = get\_area(p, a, c)  
 area\_2 = get\_area(p, b, c)  
 area\_3 = get\_area(p, a, b)  
 area = get\_area (a, b, c)  
 if area == (area\_1 + area\_2 + area\_3):  
 return True  
 return False

PYTHON

def get\_indices(nums):  
 for i in range(len(nums)):  
 for j in range(i, len(nums)):  
 if nums[i] + nums[j] == target:  
 return [i, j]

PYTHON

def get\_indices(nums):  
 indices = {}  
 for i in range(N):  
 val = nums[i]  
 indices[val] = i  
  
 for i in range(N):  
 val = target - nums[i]  
 if val in indices:  
 index = indices[val]  
 return [i, index]

PYTHON

def check\_overlap(r1, r2):  
 # left edge of one rectangle is to the right of right edge of other  
 if r1[1][0] < r2[0][0] or r2[1][0] < r1[0][0]:  
 return False  
  
 # bottom edge of one rectangle is above top edge of other  
 if r1[3][1] > r2[0][1] or r2[3][1] > r1[0][1]:  
 return False  
  
 return True

PYTHON