



391. Perfect Rectangle



ズ Pick One (/problems/random-one-question/)

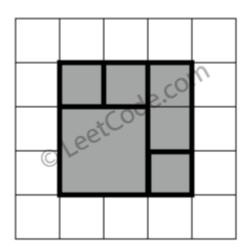
Given N axis-aligned rectangles where N > 0, determine if they all together form an exact cover of a rectangular region.

Each rectangle is represented as a bottom-left point and a top-right point. For example, a unit square is represented as [1,1,2,2]. (coordinate of bottom-left point is (1, 1) and top-right point is (2, 2)).

Example 1:

```
rectangles = [
    [1,1,3,3],
    [3,1,4,2],
    [3,2,4,4],
    [1,3,2,4],
    [2,3,3,4]
]

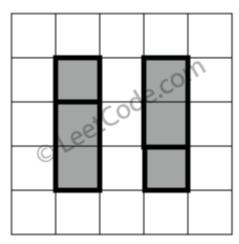
Return true. All 5 rectangles together form an exact cover
```



Example 2:

```
rectangles = [
   [1,1,2,3],
   [1,3,2,4],
   [3,1,4,2],
   [3,2,4,4]
]

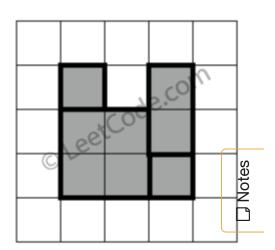
Return false. Because there is a gap between the two recta
```



Example 3:

```
rectangles = [
    [1,1,3,3],
    [3,1,4,2],
    [1,3,2,4],
    [3,2,4,4]
]

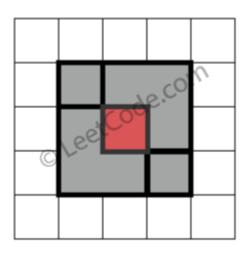
Return false. Because there is a gap in the top center.
```



Example 4:

```
rectangles = [
  [1,1,3,3],
  [3,1,4,2],
  [1,3,2,4],
  [2,2,4,4]
]
```

Return false. Because two of the rectangles overlap with $\boldsymbol{\varepsilon}$



Seen this question in a real interview before? Yes No

8

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C++ •









```
// A perfect rectangle must satisfy following conditions
   // -- Area adds up exactly as bounding box area
   // -- For all rectangle corners (except the four bounding box corner), it must
          be overlapped for exactly two or four times
   // -- Each overlapping cannot must be from different type of corners (e.g., TL
   and TL )
6
   //
          can't overlap on the same corner grid
7 ▼ /*
               TR-0x2
    TL-0x1
8
9
10
11
12
13
```

```
14
     BL-0x4
                BR-0x8
15
    */
16 ▼ class Solution {
    public:
17
18 ▼
         bool isRectangleCover(vector<vector<int>>& rectangles) {
             // Compute bounding box
19
20
             int left = INT_MAX;
21
             int bottom = INT_MAX;
22
             int right = 0;
23
             int up = 0;
             int area = 0:
24
25
             unordered_map<string, int> overlaps; // to count overlapping of
    rectangle corners
26 ▼
             vector<int> bitmask = \{0x1, 0x2, 0x4, 0x8\}; // for corner type
27
28
             // 1. count corners and areas
29 ▼
             for(int i=0; i<rectangles.size(); ++i) {</pre>
                 int l = rectangles[i][0];
30 ▼
31 ▼
                 int b = rectangles[i][1];
32 ▼
                 int r = rectangles[i][2];
                 int t = rectangles[i][3];
33 ▼
34 ▼
                 vector<pair<int,int>> corners = \{\{l,t\}, \{r,t\}, \{l,b\}, \{r,b\}\};
35 ▼
                 for(int i=0; i<4; ++i) {
36 ▼
                      string key = to_string(corners[i].first) + "_" +
    to_string(corners[i].second);
37 ▼
                      if(overlaps[key]&bitmask[i]) // overlapping of same type of
    corners is invalid
38
                          return false;
39 ▼
                      overlaps[key] += bitmask[i];
40
                 }
41
42 ▼
                 left = min(left, rectangles[i][0]);
                 bottom = min(bottom, rectangles[i][1]);
43 ▼
44 ▼
                 right = max(right, rectangles[i][2]);
                 up = max(up, rectangles[i][3]);
45 ▼
                 area += (r-1)*(t-b);
46
47
             }
48
49
             // 2. sanity check on corner overlapping
50
             int count = 0;
             for(auto item : overlaps) {
51 ▼
52
                 int m = item.second;
                 if(m==3 \mid l \mid m==10 \mid l \mid m==12 \mid l \mid m==5 // on bounding box boundary
53
                     | | m==15 | 
                                  // inside bounding box
54 ▼
55
56 ▼
                 else if(m==1 \mid l \mid m==2 \mid l \mid m==4 \mid l \mid m==8) { // on bounding box corner
57
                      ++count;
58
                      if(count > 4)
59
                          return false;
60
                 }
61
                 else
```

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