Solution 1   Solution 2   Solution 3

```javascript
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// O(n^2) time | O(n) space - where n is the number of coordinates
function rectangleMania(coords) {
  const coordsTable = getCoordsTable(coords);
  return getRectangleCount(coords, coordsTable);
}

function getCoordsTable(coords) {
  const coordsTable = {x: {}, y: {}};
  for (const coord of coords) {
    const [x, y] = coord;
    coordsTable.x[x] = coordsTable.x[x] || [];
    coordsTable.x[x].push(coord);
    coordsTable.y[y] = coordsTable.y[y] || [];
    coordsTable.y[y].push(coord);
  }
  return coordsTable;
}

function getRectangleCount(coords, coordsTable) {
  let rectangleCount = 0;
  for (const coord of coords) {
    const lowerLeftY = coord[1];
    rectangleCount += clockwiseCountRectangles(coord, coordsTable, UP, lowerLeftY);
  }
  return rectangleCount;
}

function clockwiseCountRectangles(coord1, coordsTable, direction, lowerLeftY) {
  const [x1, y1] = coord1;
  if (direction === DOWN) {
    const relevantCoords = coordsTable.x[x1];
    for (const coord2 of relevantCoords) {
      const lowerRightY = coord2[1];
      if (lowerRightY === lowerLeftY) return 1;
    }
    return 0;
  } else {
    let rectangleCount = 0;
    if (direction === UP) {
      const relevantCoords = coordsTable.x[x1];
      for (const coord2 of relevantCoords) {
        const y2 = coord2[1];
        const isAbove = y2 > y1;
        if (isAbove) rectangleCount += clockwiseCountRectangles(coord2, coordsTable, RIGHT, lowerLeftY);
      }
    } else if (direction === RIGHT) {
      const relevantCoords = coordsTable.y[y1];
      for (const coord2 of relevantCoords) {
        const x2 = coord2[0];
        const isRight = x2 > x1;
        if (isRight) rectangleCount += clockwiseCountRectangles(coord2, coordsTable, DOWN, lowerLeftY);
      }
    }
    return rectangleCount;
  }
}

const UP = 'up';
const RIGHT = 'right';
const DOWN = 'down';

exports.rectangleMania = rectangleMania;
```