

836. Rectangle Overlap

An axis-aligned rectangle is represented as a list `[x1, y1, x2, y2]`, where `(x1, y1)` is the coordinate of its bottom-left corner, and `(x2, y2)` is the coordinate of its top-right corner. Its top and bottom edges are parallel to the X-axis, and its left and right edges are parallel to the Y-axis.

Two rectangles overlap if the area of their intersection is positive. To be clear, two rectangles that only touch at the corner or edges do not overlap.

Given two axis-aligned rectangles `rec1` and `rec2`, return `true` if they overlap, otherwise return `false`.

Example 1:

Input: `rec1 = [0,0,2,2]`, `rec2 = [1,1,3,3]`

Output: `true`

Example 2:

Input: `rec1 = [0,0,1,1]`, `rec2 = [1,0,2,1]`

Output: `false`

Example 3:

Input: `rec1 = [0,0,1,1]`, `rec2 = [2,2,3,3]`

Output: `false`

Constraints:

- `rec1.length == 4`
- `rec2.length == 4`
- `-109 <= rec1[i], rec2[i] <= 109`
- `rec1` and `rec2` represent a valid rectangle with a non-zero area.

Code:

```
class Solution:
```

```
    def isRectangleOverlap(self, rec1: List[int], rec2: List[int]) -> bool:
```

```
        x1, y1, x2, y2 = rec1
```

```
        x3, y3, x4, y4 = rec2
```

```
        if (y1 >= y4 or y3 >= y2 or x3 >= x2 or x1 >= x4):
```

```
            return False
```

```
        else:
```

```
            return True
```