* Store all the input objects in the ArrayList and iterate over them.
* Extract the start and end time for each object and iterate through them.
* Here the different data structures: -
* I am Using a Nested HashMap (acceptedMap), which has time interval as the key and hashMap as the value
* Along with that we are using 2 HashSet (topContent and botContent) to store the content Id’s for their respective locations.
* Using a HashMap (contentsAtLocation), to store location (key) and content Id (Value).
* For each object, we are checking if there is entry in the acceptedMap HashMap, if not we creating an entry and adding to it. We are updating the topContent and botContent HashSets as well.
* If there is any entry in the acceptedMap, then we are checking if there is overlap and the count of the objects in that particular location.
* If there is an overlap and the content ids are the same, then we add the entire object in the reject list.
* Also if the number objects in a particular location are exceeding 3, then we reject the object.
* We are using HashSet in our code, since we do not want to have duplicate values.
* I use HashMap to store and retrieve values since the complexity is O(1), and it provides key-value access to data.
* Another major advantage is it does not allow duplicate keys, but allows duplicate values.
* Time Complexity of my code is O(n) \* time range