package main

import "fmt"

type co\_ordinate struct {

x int

y int

}

func main() {

 var L1 co\_ordinate

 var R1 co\_ordinate

 var L2 co\_ordinate

 var R2 co\_ordinate

    fmt.Println("Enter first rectangle L1 parameters")

    fmt.Scan(&(L1.x), &(L1.y))

    fmt.Println("Enter first rectangle R1 parameters")

    fmt.Scan(&(R1.x), &(R1.y))

    fmt.Println("Enter first rectangle L2 parameters")

    fmt.Scan(&(L2.x), &(L2.y))

    fmt.Println("Enter first rectangle R1 parameters")

    fmt.Scan(&(R2.x), &(R2.y))

   if (doOverlap(L1, R1, L2, R2)){

        fmt.Println("Rectangles Overlap")

    }else{

        fmt.Println("Rectangles Don't Overlap")

    }

    return 0;

}

func doOverlap( l1 , l2 , r1 , r2 co\_ordinate) bool{

    // If one rectangle is on left side of other

    if (l1.x > r2.x || l2.x > r1.x){

        return false;

     }

    // If one rectangle is above other

    if (l1.y < r2.y || l2.y < r1.y){

        return false;

       }

    return true;

}