Java

```java
class Solution {
    public int countTrapezoids(int[][] points) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[][]} points
 * @return {number}
 */
var countTrapezoids = function(points) {

};
```

TypeScript

```typescript
function countTrapezoids(points: number[][]): number {

};
```

C++

```cpp
class Solution {
public:
```

```cpp
    int countTrapezoids(vector<vector<int>>& points) {

    }
};
```

C#

```csharp
public class Solution {
    public int CountTrapezoids(int[][] points) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun countTrapezoids(points: Array<IntArray>): Int {

    }
}
```

Go

```go
func countTrapezoids(points [][]int) int {

}
```