

Java

```
class Solution {  
    public int winningPlayerCount(int n, int[][] pick) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number} n  
 * @param {number[][]} pick  
 * @return {number}  
 */  
var winningPlayerCount = function(n, pick) {  
  
};
```

TypeScript

```
function winningPlayerCount(n: number, pick: number[][]): number {  
  
};
```

C++

```
class Solution {
```

```
public:
    int winningPlayerCount(int n, vector<vector<int>>& pick) {

    }
};
```

C#

```
public class Solution {
    public int WinningPlayerCount(int n, int[][] pick) {

    }
}
```

Kotlin

```
class Solution {
    fun winningPlayerCount(n: Int, pick: Array<IntArray>): Int {

    }
}
```

Go

```
func winningPlayerCount(n int, pick [][]int) int {

}
```
