Java

```java
class Solution {
    public int maxPointsInsideSquare(int[][] points, String s) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[][]} points
 * @param {string} s
 * @return {number}
 */
var maxPointsInsideSquare = function(points, s) {

};
```

TypeScript

```typescript
function maxPointsInsideSquare(points: number[][], s: string): number {

};
```

C++

```cpp
class Solution {
```

```
public:
    int maxPointsInsideSquare(vector<vector<int>>& points, string s) {

    }
};
```

C#

```
public class Solution {
    public int MaxPointsInsideSquare(int[][] points, string s) {

    }
}
```

Kotlin

```
class Solution {
    fun maxPointsInsideSquare(points: Array<IntArray>, s: String): Int {

    }
}
```

Go

```
func maxPointsInsideSquare(points [][]int, s string) int {

}
```
