Java

```java
class Solution {
    public int[][] mergeArrays(int[][] nums1, int[][] nums2) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[][]} nums1
 * @param {number[][]} nums2
 * @return {number[][]}
 */
var mergeArrays = function(nums1, nums2) {

};
```

TypeScript

```typescript
function mergeArrays(nums1: number[][], nums2: number[][]): number[][] {

};
```

C++

```cpp
class Solution {
```

```cpp
public:
    vector<vector<int>> mergeArrays(vector<vector<int>>& nums1, vector<vector<int>>& nums2) {

    }
};
```

C#

```csharp
public class Solution {
    public int[][] MergeArrays(int[][] nums1, int[][] nums2) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun mergeArrays(nums1: Array<IntArray>, nums2: Array<IntArray>): Array<IntArray> {

    }
}
```

Go

```go
func mergeArrays(nums1 [][]int, nums2 [][]int) [][]int {

}
```