Java

```java
class Solution {
    public int minRectanglesToCoverPoints(int[][] points, int w) {

    }
}
```

JavaScript

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

};
```

TypeScript

```typescript
function minRectanglesToCoverPoints(points: number[][], w: number): number {

};
```

C++

```cpp
class Solution {
```

```cpp
public:
    int minRectanglesToCoverPoints(vector<vector<int>>& points, int w) {

    }
};
```

C#

```csharp
public class Solution {
    public int MinRectanglesToCoverPoints(int[][] points, int w) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun minRectanglesToCoverPoints(points: Array<IntArray>, w: Int): Int {

    }
}
```