Java

```java
class Solution {
    public int[] countPoints(int[][] points, int[][] queries) {

    }
}
```

JavaScript

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

};
```

TypeScript

```typescript
function countPoints(points: number[][], queries: number[][]): number[] {

};
```

C++

```cpp
class Solution {
```

```cpp
public:
    vector<int> countPoints(vector<vector<int>>& points, vector<vector<int>>& queries) {

    }
};
```

C#

```csharp
public class Solution {
    public int[] CountPoints(int[][] points, int[][] queries) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun countPoints(points: Array<IntArray>, queries: Array<IntArray>): IntArray {

    }
}
```

Go

```go
func countPoints(points [][]int, queries [][]int) []int {

}
```