Java

```java
class Solution {
    public long numberOfRightTriangles(int[][] grid) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[][]} grid
 * @return {number}
 */
var numberOfRightTriangles = function(grid) {

};
```

TypeScript

```typescript
class Solution {
    fun numberOfRightTriangles(grid: Array<IntArray>): Long {

    }
}
```

C++

```cpp
class Solution {
public:
    long long numberOfRightTriangles(vector<vector<int>>& grid) {

    }
};
```

C#

```csharp
public class Solution {
    public long NumberOfRightTriangles(int[][] grid) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun numberOfRightTriangles(grid: Array<IntArray>): Long {

    }
}
```

Go

```go
func numberOfRightTriangles(grid [][]int) int64 {

}
```