```cpp
      //         from x    to x    from y    to y
    int query(int x1 , int x2 , int y1 , int y2 , int px , int lx , int rx){
        if(x2<lx || rx<x1 || x1 > x2) return 0; //to change
        if(x1≤lx && rx≤x2) return queryY(y1 , y2 , px , 1 , 0 , m-1);
        return (query(x1 , x2 , y1 , y2 , leftX) +
                    query(x1 , x2 , y1 , y2 , rightX)); //to change
    }

    int queryY(int y1 , int y2 , int px , int py , int ly , int ry){
        if(y2<ly || ry<y1 || y1 > y2) return 0; //to change
        if(y1≤ly && ry≤y2) return seg[px][py];
        return (queryY(y1 , y2 , px , leftY) + queryY(y1 , y2 , px , rightY)); //to
    change
    }
};
```