Java

```java
class AllOne {

    public AllOne() {

    }

    public void inc(String key) {

    }

    public void dec(String key) {

    }

    public String getMaxKey() {

    }

    public String getMinKey() {

    }
}

/**
 * Your AllOne object will be instantiated and called as such:
 * AllOne obj = new AllOne();
 * obj.inc(key);
 * obj.dec(key);
 * String param_3 = obj.getMaxKey();
 * String param_4 = obj.getMinKey();
```

```
 */
---------------------------------------------------------------------
```

JavaScript

```javascript
var AllOne = function() {

};

/**
 * @param {string} key
 * @return {void}
 */
AllOne.prototype.inc = function(key) {

};

/**
 * @param {string} key
 * @return {void}
 */
AllOne.prototype.dec = function(key) {

};

/**
 * @return {string}
 */
AllOne.prototype.getMaxKey = function() {

};
```

```
/**
 * @return {string}
 */
AllOne.prototype.getMinKey = function() {

};

/**
 * Your AllOne object will be instantiated and called as such:
 * var obj = new AllOne()
 * obj.inc(key)
 * obj.dec(key)
 * var param_3 = obj.getMaxKey()
 * var param_4 = obj.getMinKey()
 */
```

TypeScript

```
class AllOne {
    constructor() {

    }

    inc(key: string): void {

    }

    dec(key: string): void {

    }
```

```
    getMaxKey(): string {

    }

    getMinKey(): string {

    }
}

/**
 * Your AllOne object will be instantiated and called as such:
 * var obj = new AllOne()
 * obj.inc(key)
 * obj.dec(key)
 * var param_3 = obj.getMaxKey()
 * var param_4 = obj.getMinKey()
 */
```

C++

```
class AllOne {
public:
    AllOne() {

    }

    void inc(string key) {

    }

    void dec(string key) {
```

```
    }

    string getMaxKey() {

    }

    string getMinKey() {

    }
};

/**
 * Your AllOne object will be instantiated and called as such:
 * AllOne* obj = new AllOne();
 * obj->inc(key);
 * obj->dec(key);
 * string param_3 = obj->getMaxKey();
 * string param_4 = obj->getMinKey();
 */
```

C#

```
public class AllOne {

    public AllOne() {

    }

    public void Inc(string key) {
```

```
    }

    public void Dec(string key) {

    }

    public string GetMaxKey() {

    }

    public string GetMinKey() {

    }
}

/**
 * Your AllOne object will be instantiated and called as such:
 * AllOne obj = new AllOne();
 * obj.Inc(key);
 * obj.Dec(key);
 * string param_3 = obj.GetMaxKey();
 * string param_4 = obj.GetMinKey();
 */
```

Kotlin

```
class AllOne() {

    fun inc(key: String) {

    }
```

```
    fun dec(key: String) {

    }

    fun getMaxKey(): String {

    }

    fun getMinKey(): String {

    }

}

/**
 * Your AllOne object will be instantiated and called as such:
 * var obj = AllOne()
 * obj.inc(key)
 * obj.dec(key)
 * var param_3 = obj.getMaxKey()
 * var param_4 = obj.getMinKey()
 */
```

Go

```
type AllOne struct {

}
```

```go
func Constructor() AllOne {

}


func (this *AllOne) Inc(key string)  {

}


func (this *AllOne) Dec(key string)  {

}


func (this *AllOne) GetMaxKey() string {

}


func (this *AllOne) GetMinKey() string {

}


/**
 * Your AllOne object will be instantiated and called as such:
 * obj := Constructor();
 * obj.Inc(key);
 * obj.Dec(key);
 * param_3 := obj.GetMaxKey();
 * param_4 := obj.GetMinKey();
 */
```