Java

```java
class Cashier {

    public Cashier(int n, int discount, int[] products, int[] prices) {

    }

    public double getBill(int[] product, int[] amount) {

    }
}

/**
 * Your Cashier object will be instantiated and called as such:
 * Cashier obj = new Cashier(n, discount, products, prices);
 * double param_1 = obj.getBill(product,amount);
 */
```

JavaScript

```javascript
/**
 * @param {number} n
 * @param {number} discount
 * @param {number[]} products
 * @param {number[]} prices
 */
var Cashier = function(n, discount, products, prices) {

};
```

```
/**
 * @param {number[]} product
 * @param {number[]} amount
 * @return {number}
 */
Cashier.prototype.getBill = function(product, amount) {

};

/**
 * Your Cashier object will be instantiated and called as such:
 * var obj = new Cashier(n, discount, products, prices)
 * var param_1 = obj.getBill(product,amount)
 */
```

TypeScript

```typescript
class Cashier {
    constructor(n: number, discount: number, products: number[], prices: number[]) {

    }

    getBill(product: number[], amount: number[]): number {

    }
}

/**
 * Your Cashier object will be instantiated and called as such:
 * var obj = new Cashier(n, discount, products, prices)
 * var param_1 = obj.getBill(product,amount)
```

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

C++

```cpp
class Cashier {
public:
    Cashier(int n, int discount, vector<int>& products, vector<int>& prices) {

    }

    double getBill(vector<int> product, vector<int> amount) {

    }
};

/**
 * Your Cashier object will be instantiated and called as such:
 * Cashier* obj = new Cashier(n, discount, products, prices);
 * double param_1 = obj->getBill(product,amount);
 */
-------------------------------------------------------------------
```

C#

```csharp
public class Cashier {

    public Cashier(int n, int discount, int[] products, int[] prices) {

    }

    public double GetBill(int[] product, int[] amount) {
```

```
        }
    }

/**
 * Your Cashier object will be instantiated and called as such:
 * Cashier obj = new Cashier(n, discount, products, prices);
 * double param_1 = obj.GetBill(product,amount);
 */
```

Kotlin

```kotlin
class Cashier(n: Int, discount: Int, products: IntArray, prices: IntArray) {

    fun getBill(product: IntArray, amount: IntArray): Double {

    }

}

/**
 * Your Cashier object will be instantiated and called as such:
 * var obj = Cashier(n, discount, products, prices)
 * var param_1 = obj.getBill(product,amount)
 */
```

Go

```go
type Cashier struct {
```

```go
}


func Constructor(n int, discount int, products []int, prices []int) Cashier {

}


func (this *Cashier) GetBill(product []int, amount []int) float64 {

}


/**
 * Your Cashier object will be instantiated and called as such:
 * obj := Constructor(n, discount, products, prices);
 * param_1 := obj.GetBill(product,amount);
 */
```