Java

```java
class Solution {
  public int[] bestTower(int[][] towers, int[] center, int radius) {

  }
}
```

JavaScript

```javascript
/**
 * @param {number[][]} towers
 * @param {number[]} center
 * @param {number} radius
 * @return {number[]}
 */
var bestTower = function(towers, center, radius) {

};
```

TypeScript

```typescript
function bestTower(towers: number[][], center: number[], radius: number): number[]
{

};
```

C++

```cpp
class Solution {
public:
  vector<int> bestTower(vector<vector<int>>& towers, vector<int>& center,
                        int radius) {

  }
};
```

C#

```csharp
public class Solution {
  public int[] BestTower(int[][] towers, int[] center, int radius) {

  }
}
```

Kotlin

```kotlin
class Solution {
 fun bestTower(towers: Array<IntArray>, center: IntArray, radius: Int): IntArray {
```

```
  }
}
```

Go

```go
func bestTower(towers [][]int, center []int, radius int) []int {

}
```
