

## Java

```
class Solution {  
    public boolean canArrange(int[] arr, int k) {  
  
    }  
}
```

---

## JavaScript

```
/**  
 * @param {number[]} arr  
 * @param {number} k  
 * @return {boolean}  
 */  
var canArrange = function(arr, k) {  
  
};
```

---

## TypeScript

```
function canArrange(arr: number[], k: number): boolean {  
  
};
```

---

## C++

```
class Solution {
```

```
public:
    bool canArrange(vector<int>& arr, int k) {

    }
};
```

---

## C#

```
public class Solution {
    public bool CanArrange(int[] arr, int k) {

    }
}
```

---

## Kotlin

```
class Solution {
    fun canArrange(arr: IntArray, k: Int): Boolean {

    }
}
```

---

## Go

```
func canArrange(arr []int, k int) bool {

}
```

---