

Java

```
class Solution {  
    public int countBinarySubstrings(String s) {  
        }  
    }  
-----
```

JavaScript

```
/**  
 * @param {string} s  
 * @return {number}  
 */  
var countBinarySubstrings = function(s) {  
};  
-----
```

TypeScript

```
function countBinarySubstrings(s: string): number {  
};  
-----
```

C++

```
class Solution {  
public:  
    int countBinarySubstrings(string s) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int CountBinarySubstrings(string s) {  
    }  
}  
-----
```

Kotlin

```
class Solution {  
    fun countBinarySubstrings(s: String): Int {  
    }  
}  
-----
```

Go

```
func countBinarySubstrings(s string) int {  
}  
-----
```