Java

```java
class Spreadsheet {

    public Spreadsheet(int rows) {

    }

    public void setCell(String cell, int value) {

    }

    public void resetCell(String cell) {

    }

    public int getValue(String formula) {

    }
}

/**
 * Your Spreadsheet object will be instantiated and called as such:
 * Spreadsheet obj = new Spreadsheet(rows);
 * obj.setCell(cell,value);
 * obj.resetCell(cell);
 * int param_3 = obj.getValue(formula);
 */
```

JavaScript

```javascript
/**
 * @param {number} rows
 */
var Spreadsheet = function(rows) {

};

/**
 * @param {string} cell
 * @param {number} value
 * @return {void}
 */
Spreadsheet.prototype.setCell = function(cell, value) {

};

/**
 * @param {string} cell
 * @return {void}
 */
Spreadsheet.prototype.resetCell = function(cell) {

};

/**
 * @param {string} formula
 * @return {number}
 */
Spreadsheet.prototype.getValue = function(formula) {

};
```

```
/**
 * Your Spreadsheet object will be instantiated and called as such:
 * var obj = new Spreadsheet(rows)
 * obj.setCell(cell,value)
 * obj.resetCell(cell)
 * var param_3 = obj.getValue(formula)
 */
```

TypeScript

```
class Spreadsheet {
    constructor(rows: number) {

    }

    setCell(cell: string, value: number): void {

    }

    resetCell(cell: string): void {

    }

    getValue(formula: string): number {

    }
}

/**
 * Your Spreadsheet object will be instantiated and called as such:
 * var obj = new Spreadsheet(rows)
```

```
 * obj.setCell(cell,value)
 * obj.resetCell(cell)
 * var param_3 = obj.getValue(formula)
 */
```

C++

```
class Spreadsheet {
public:
    Spreadsheet(int rows) {

    }

    void setCell(string cell, int value) {

    }

    void resetCell(string cell) {

    }

    int getValue(string formula) {

    }
};

/**
 * Your Spreadsheet object will be instantiated and called as such:
 * Spreadsheet* obj = new Spreadsheet(rows);
 * obj->setCell(cell,value);
 * obj->resetCell(cell);
```

```
 * int param_3 = obj->getValue(formula);
 */
```

C#

```
public class Spreadsheet {

    public Spreadsheet(int rows) {

    }

    public void SetCell(string cell, int value) {

    }

    public void ResetCell(string cell) {

    }

    public int GetValue(string formula) {

    }
}

/**
 * Your Spreadsheet object will be instantiated and called as such:
 * Spreadsheet obj = new Spreadsheet(rows);
 * obj.SetCell(cell,value);
 * obj.ResetCell(cell);
 * int param_3 = obj.GetValue(formula);
 */
```

Kotlin

```kotlin
class Spreadsheet(rows: Int) {

    fun setCell(cell: String, value: Int) {

    }

    fun resetCell(cell: String) {

    }

    fun getValue(formula: String): Int {

    }

}

/**
 * Your Spreadsheet object will be instantiated and called as such:
 * var obj = Spreadsheet(rows)
 * obj.setCell(cell,value)
 * obj.resetCell(cell)
 * var param_3 = obj.getValue(formula)
 */
```

Go

```go
type Spreadsheet struct {
```

```
}

func Constructor(rows int) Spreadsheet {

}

func (this *Spreadsheet) SetCell(cell string, value int)  {

}

func (this *Spreadsheet) ResetCell(cell string)  {

}

func (this *Spreadsheet) GetValue(formula string) int {

}

/**
 * Your Spreadsheet object will be instantiated and called as such:
 * obj := Constructor(rows);
 * obj.SetCell(cell,value);
 * obj.ResetCell(cell);
 * param_3 := obj.GetValue(formula);
 */
```
