

Java

```
class VideoSharingPlatform {  
    public VideoSharingPlatform() {  
    }  
    public int upload(String video) {  
    }  
    public void remove(int videoId) {  
    }  
    public String watch(int videoId, int startMinute, int endMinute) {  
    }  
    public void like(int videoId) {  
    }  
    public void dislike(int videoId) {  
    }  
    public int[] getLikesAndDislikes(int videoId) {  
    }  
}
```

```

        public int getViews(int videoId) {

    }
}

/**
 * Your VideoSharingPlatform object will be instantiated and called as such:
 * VideoSharingPlatform obj = new VideoSharingPlatform();
 * int param_1 = obj.upload(video);
 * obj.remove(videoId);
 * String param_3 = obj.watch(videoId,startMinute,endMinute);
 * obj.like(videoId);
 * obj.dislike(videoId);
 * int[] param_6 = obj.getLikesAndDislikes(videoId);
 * int param_7 = obj.getViews(videoId);
 */

```

JavaScript

```

var VideoSharingPlatform = function() {

};

/**
 * @param {string} video
 * @return {number}
 */
VideoSharingPlatform.prototype.upload = function(video) {

};

```

```
/**
 * @param {number} videoId
 * @return {void}
 */
VideoSharingPlatform.prototype.remove = function(videoId) {

};

/**
 * @param {number} videoId
 * @param {number} startMinute
 * @param {number} endMinute
 * @return {string}
 */
VideoSharingPlatform.prototype.watch = function(videoId, startMinute, endMinute) {

};

/**
 * @param {number} videoId
 * @return {void}
 */
VideoSharingPlatform.prototype.like = function(videoId) {

};

/**
 * @param {number} videoId
 * @return {void}
 */
VideoSharingPlatform.prototype.dislike = function(videoId) {
```

```

};

/**
 * @param {number} videoId
 * @return {number[]}
 */
VideoSharingPlatform.prototype.getLikesAndDislikes = function(videoId) {

};

/**
 * @param {number} videoId
 * @return {number}
 */
VideoSharingPlatform.prototype.getViews = function(videoId) {

};

/**
 * Your VideoSharingPlatform object will be instantiated and called as such:
 * var obj = new VideoSharingPlatform()
 * var param_1 = obj.upload(video)
 * obj.remove(videoId)
 * var param_3 = obj.watch(videoId,startMinute,endMinute)
 * obj.like(videoId)
 * obj.dislike(videoId)
 * var param_6 = obj.getLikesAndDislikes(videoId)
 * var param_7 = obj.getViews(videoId)
 */

```

TypeScript

```
class VideoSharingPlatform {
    constructor() {

    }

    upload(video: string): number {

    }

    remove(videoId: number): void {

    }

    watch(videoId: number, startMinute: number, endMinute: number): string {

    }

    like(videoId: number): void {

    }

    dislike(videoId: number): void {

    }

    getLikesAndDislikes(videoId: number): number[] {

    }

    getViews(videoId: number): number {

    }

}
```

```

    }
}

/**
 * Your VideoSharingPlatform object will be instantiated and called as such:
 * var obj = new VideoSharingPlatform()
 * var param_1 = obj.upload(video)
 * obj.remove(videoId)
 * var param_3 = obj.watch(videoId,startMinute,endMinute)
 * obj.like(videoId)
 * obj.dislike(videoId)
 * var param_6 = obj.getLikesAndDislikes(videoId)
 * var param_7 = obj.getViews(videoId)
 */

```

C++

```

class VideoSharingPlatform {
public:
    VideoSharingPlatform() {

    }

    int upload(string video) {

    }

    void remove(int videoId) {

    }
}

```

```

    string watch(int videoId, int startMinute, int endMinute) {

    }

    void like(int videoId) {

    }

    void dislike(int videoId) {

    }

    vector<int> getLikesAndDislikes(int videoId) {

    }

    int getViews(int videoId) {

    }
};

/**
 * Your VideoSharingPlatform object will be instantiated and called as such:
 * VideoSharingPlatform* obj = new VideoSharingPlatform();
 * int param_1 = obj->upload(video);
 * obj->remove(videoId);
 * string param_3 = obj->watch(videoId,startMinute,endMinute);
 * obj->like(videoId);
 * obj->dislike(videoId);
 * vector<int> param_6 = obj->getLikesAndDislikes(videoId);
 * int param_7 = obj->getViews(videoId);
 */

```

C#

```
public class VideoSharingPlatform {  
    public VideoSharingPlatform() {  
    }  
  
    public int Upload(string video) {  
    }  
  
    public void Remove(int videoId) {  
    }  
  
    public string Watch(int videoId, int startMinute, int endMinute) {  
    }  
  
    public void Like(int videoId) {  
    }  
  
    public void Dislike(int videoId) {  
    }  
  
    public int[] GetLikesAndDislikes(int videoId) {
```



```

    }

    public int GetViews(int videoId) {

    }
}

/**
 * Your VideoSharingPlatform object will be instantiated and called as such:
 * VideoSharingPlatform obj = new VideoSharingPlatform();
 * int param_1 = obj.Upload(video);
 * obj.Remove(videoId);
 * string param_3 = obj.Watch(videoId,startMinute,endMinute);
 * obj.Like(videoId);
 * obj.Dislike(videoId);
 * int[] param_6 = obj.GetLikesAndDislikes(videoId);
 * int param_7 = obj.GetViews(videoId);
 */

```

Kotlin

```

class VideoSharingPlatform() {

    fun upload(video: String): Int {

    }

    fun remove(videoId: Int) {

    }
}

```

```

    fun watch(videoId: Int, startMinute: Int, endMinute: Int): String {

    }

    fun like(videoId: Int) {

    }

    fun dislike(videoId: Int) {

    }

    fun getLikesAndDislikes(videoId: Int): IntArray {

    }

    fun getViews(videoId: Int): Int {

    }
}

/**
 * Your VideoSharingPlatform object will be instantiated and called as such:
 * var obj = VideoSharingPlatform()
 * var param_1 = obj.upload(video)
 * obj.remove(videoId)
 * var param_3 = obj.watch(videoId,startMinute,endMinute)
 * obj.like(videoId)
 * obj.dislike(videoId)
 * var param_6 = obj.getLikesAndDislikes(videoId)
 * var param_7 = obj.getViews(videoId)

```

```
*/
```

Go

```
type VideoSharingPlatform struct {
```

```
}
```

```
func Constructor() VideoSharingPlatform {
```

```
}
```

```
func (this *VideoSharingPlatform) Upload(video string) int {
```

```
}
```

```
func (this *VideoSharingPlatform) Remove(videoId int) {
```

```
}
```

```
func (this *VideoSharingPlatform) Watch(videoId int, startMinute int, endMinute int) string {
```

```
}
```

```
func (this *VideoSharingPlatform) Like(videoId int) {
```

```
}
```

```
func (this *VideoSharingPlatform) Dislike(videoId int) {  
  
}
```

```
func (this *VideoSharingPlatform) GetLikesAndDislikes(videoId int) []int {  
  
}
```

```
func (this *VideoSharingPlatform) GetViews(videoId int) int {  
  
}
```

```
/**  
 * Your VideoSharingPlatform object will be instantiated and called as such:  
 * obj := Constructor();  
 * param_1 := obj.Upload(video);  
 * obj.Remove(videoId);  
 * param_3 := obj.Watch(videoId,startMinute,endMinute);  
 * obj.Like(videoId);  
 * obj.Dislike(videoId);  
 * param_6 := obj.GetLikesAndDislikes(videoId);  
 * param_7 := obj.GetViews(videoId);  
 */
```
