```
Java
```

```
class CustomStack {
    public CustomStack(int maxSize) {
    public void push(int x) {
    public int pop() {
    }
    public void increment(int k, int val) {
    }
JavaScript
/**
 * @param {number} maxSize
var CustomStack = function(maxSize) {
};
```

```
/**
 * @param {number} x
 * @return {void}
CustomStack.prototype.push = function(x) {
};
/**
 * @return {number}
 */
CustomStack.prototype.pop = function() {
};
/**
 * @param {number} k
 * @param {number} val
 * @return {void}
CustomStack.prototype.increment = function(k, val) {
};
C++
class CustomStack {
public:
```

```
CustomStack(int maxSize) {

}

void push(int x) {

}

int pop() {

}

void increment(int k, int val) {

}

};
```