

Java

```
class Solution {  
    public long dividePlayers(int[] skill) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number[]} skill  
 * @return {number}  
 */  
var dividePlayers = function(skill) {  
  
};
```

TypeScript

```
function dividePlayers(skill: number[]): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    long long dividePlayers(vector<int>& skill) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public long DividePlayers(int[] skill) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun dividePlayers(skill: IntArray): Long {  
    }  
}
```

Go

```
func dividePlayers(skill []int) int64 {  
}
```