Java

```java
class Solution {
    public String losingPlayer(int x, int y) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number} x
 * @param {number} y
 * @return {string}
 */
var losingPlayer = function(x, y) {

};
```

TypeScript

```typescript
function losingPlayer(x: number, y: number): string {

};
```

C++

```cpp
class Solution {
```

```cpp
public:
    string losingPlayer(int x, int y) {

    }
};
```

C#

```csharp
public class Solution {
    public string LosingPlayer(int x, int y) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun losingPlayer(x: Int, y: Int): String {

    }
}
```

Go

```go
func losingPlayer(x int, y int) string {

}
```