

Java

```
class Solution {  
    public int[][] flipAndInvertImage(int[][] image) {  
  
    }  
}
```

JavaScript

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

TypeScript

```
function flipAndInvertImage(image: number[][]): number[][] {  
  
};
```

C++

```
class Solution {  
public:
```

```
        vector<vector<int>> flipAndInvertImage(vector<vector<int>>& image) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int[][] FlipAndInvertImage(int[][] image) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun flipAndInvertImage(image: Array<IntArray>): Array<IntArray> {  
    }  
}
```