

Java

```
class Solution {  
    public int sumFourDivisors(int[] nums) {  
  
    }  
}
```

JavaScript

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

TypeScript

```
function sumFourDivisors(nums: number[]): number {  
  
};
```

C++

```
class Solution {  
public:  
    int sumFourDivisors(vector<int>& nums) {  
  
    }  
};
```

C#

```
public class Solution {  
    public int SumFourDivisors(int[] nums) {  
  
    }  
}
```

Kotlin

```
class Solution {  
    fun sumFourDivisors(nums: IntArray): Int {  
  
    }  
}
```

Go

```
func sumFourDivisors(nums []int) int {  
}
```
