

## **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 {  
}  
-----
```