Java

```java
class FrequencyTracker {

    public FrequencyTracker() {

    }

    public void add(int number) {

    }

    public void deleteOne(int number) {

    }

    public boolean hasFrequency(int frequency) {

    }
}

/**
 * Your FrequencyTracker object will be instantiated and called as such:
 * FrequencyTracker obj = new FrequencyTracker();
 * obj.add(number);
 * obj.deleteOne(number);
 * boolean param_3 = obj.hasFrequency(frequency);
 */
```

JavaScript

```javascript
var FrequencyTracker = function() {

};

/**
 * @param {number} number
 * @return {void}
 */
FrequencyTracker.prototype.add = function(number) {

};

/**
 * @param {number} number
 * @return {void}
 */
FrequencyTracker.prototype.deleteOne = function(number) {

};

/**
 * @param {number} frequency
 * @return {boolean}
 */
FrequencyTracker.prototype.hasFrequency = function(frequency) {

};

/**
 * Your FrequencyTracker object will be instantiated and called as such:
 * var obj = new FrequencyTracker()
```

```
 * obj.add(number)
 * obj.deleteOne(number)
 * var param_3 = obj.hasFrequency(frequency)
 */
```

TypeScript

```
class FrequencyTracker {
    constructor() {

    }

    add(number: number): void {

    }

    deleteOne(number: number): void {

    }

    hasFrequency(frequency: number): boolean {

    }
}

/**
 * Your FrequencyTracker object will be instantiated and called as such:
 * var obj = new FrequencyTracker()
 * obj.add(number)
 * obj.deleteOne(number)
 * var param_3 = obj.hasFrequency(frequency)
```

```
 */
--------------------------------------------------------------------------
```

C++

```
class FrequencyTracker {
public:
    FrequencyTracker() {

    }

    void add(int number) {

    }

    void deleteOne(int number) {

    }

    bool hasFrequency(int frequency) {

    }
};

/**
 * Your FrequencyTracker object will be instantiated and called as such:
 * FrequencyTracker* obj = new FrequencyTracker();
 * obj->add(number);
 * obj->deleteOne(number);
 * bool param_3 = obj->hasFrequency(frequency);
 */
--------------------------------------------------------------------------
```

C#

```
public class FrequencyTracker {

    public FrequencyTracker() {

    }

    public void Add(int number) {

    }

    public void DeleteOne(int number) {

    }

    public bool HasFrequency(int frequency) {

    }
}

/**
 * Your FrequencyTracker object will be instantiated and called as such:
 * FrequencyTracker obj = new FrequencyTracker();
 * obj.Add(number);
 * obj.DeleteOne(number);
 * bool param_3 = obj.HasFrequency(frequency);
 */
```

Kotlin

```
class FrequencyTracker() {

    fun add(number: Int) {

    }

    fun deleteOne(number: Int) {

    }

    fun hasFrequency(frequency: Int): Boolean {

    }

}

/**
 * Your FrequencyTracker object will be instantiated and called as such:
 * var obj = FrequencyTracker()
 * obj.add(number)
 * obj.deleteOne(number)
 * var param_3 = obj.hasFrequency(frequency)
 */
```

Go

```
type FrequencyTracker struct {

}
```

```go
func Constructor() FrequencyTracker {

}


func (this *FrequencyTracker) Add(number int)  {

}


func (this *FrequencyTracker) DeleteOne(number int)  {

}


func (this *FrequencyTracker) HasFrequency(frequency int) bool {

}


/**
 * Your FrequencyTracker object will be instantiated and called as such:
 * obj := Constructor();
 * obj.Add(number);
 * obj.DeleteOne(number);
 * param_3 := obj.HasFrequency(frequency);
 */
```
