

Java

```
class Solution {  
    public int furthestDistanceFromOrigin(String moves) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {string} moves  
 * @return {number}  
 */  
var furthestDistanceFromOrigin = function(moves) {  
  
};
```

TypeScript

```
function furthestDistanceFromOrigin(moves: string): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    int furthestDistanceFromOrigin(string moves) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int FurthestDistanceFromOrigin(string moves) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun furthestDistanceFromOrigin(moves: String): Int {  
    }  
}
```

Go

```
func furthestDistanceFromOrigin(moves string) int {  
}
```