

Java

```
class Solution {  
    public int minMoves(String[] matrix) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {string[]} matrix  
 * @return {number}  
 */  
var minMoves = function(matrix) {  
  
};
```

TypeScript

```
function minMoves(matrix: string[]): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    int minMoves(vector<string>& matrix) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int MinMoves(string[] matrix) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun minMoves(matrix: Array<String>): Int {  
    }  
}
```

Go

```
func minMoves(matrix []string) int {  
}
```