

Java

```
class Solution {  
    public boolean isNStraightHand(int[] hand, int groupSize) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number[]} hand  
 * @param {number} groupSize  
 * @return {boolean}  
 */  
var isNStraightHand = function(hand, groupSize) {  
  
};
```

TypeScript

```
function isNStraightHand(hand: number[], groupSize: number): boolean {  
  
};
```

C++

```
class Solution {
```

```
public:
    bool isNStraightHand(vector<int>& hand, int groupSize) {

    }
};
```

C#

```
public class Solution {
    public bool IsNStraightHand(int[] hand, int groupSize) {

    }
}
```

Kotlin

```
class Solution {
    fun isNStraightHand(hand: IntArray, groupSize: Int): Boolean {

    }
}
```

Go

```
func isNStraightHand(hand []int, groupSize int) bool {

}
```
