Java

```java
class Solution {
    public List<Integer> arraysIntersection(int[] arr1, int[] arr2, int[] arr3) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[]} arr1
 * @param {number[]} arr2
 * @param {number[]} arr3
 * @return {number[]}
 */
var arraysIntersection = function(arr1, arr2, arr3) {

};
```

TypeScript

```typescript
function arraysIntersection(arr1: number[], arr2: number[], arr3: number[]): number[] {

};
```

C++

```
class Solution {
public:
    vector<int> arraysIntersection(vector<int>& arr1, vector<int>& arr2, vector<int>& arr3) {

    }
};
```

C#

```
public class Solution {
    public IList<int> ArraysIntersection(int[] arr1, int[] arr2, int[] arr3) {

    }
}
```

Kotlin

```
class Solution {
    fun arraysIntersection(arr1: IntArray, arr2: IntArray, arr3: IntArray): List<Int> {

    }
}
```

Go

```
func arraysIntersection(arr1 []int, arr2 []int, arr3 []int) []int {

}
```
