

Java

```
class Solution {  
    public boolean lemonadeChange(int[] bills) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number[]} bills  
 * @return {boolean}  
 */  
var lemonadeChange = function(bills) {  
  
};
```

TypeScript

```
function lemonadeChange(bills: number[]): boolean {  
  
};
```

C++

```
class Solution {  
public:
```

```
    bool lemonadeChange(vector<int>& bills) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public bool LemonadeChange(int[] bills) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun lemonadeChange(bills: IntArray): Boolean {  
    }  
}
```

Go

```
func lemonadeChange(bills []int) bool {  
}
```