**Java**

```java
class Solution {
    public int maxAscendingSum(int[] nums) {

    }
}
```
----------------------------------------------------------------

**JavaScript**

```javascript
/**
 * @param {number[]} nums
 * @return {number}
 */
var maxAscendingSum = function(nums) {

};
```
----------------------------------------------------------------

**TypeScript**

```typescript
function maxAscendingSum(nums: number[]): number {

};
```
----------------------------------------------------------------

**C++**

```cpp
class Solution {
public:
```

```cpp
    int maxAscendingSum(vector<int>& nums) {

    }
};
```
------------------------------------------------------------------

**C#**

```csharp
public class Solution {
    public int MaxAscendingSum(int[] nums) {

    }
}
```
------------------------------------------------------------------

**Kotlin**

```kotlin
class Solution {
    fun maxAscendingSum(nums: IntArray): Int {

    }
}
```
------------------------------------------------------------------

**Go**

```go
func maxAscendingSum(nums []int) int {

}
```
------------------------------------------------------------------