

Java

```
class Solution {  
    public long[] maximumCoins(int[] heroes, int[] monsters, int[] coins) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number[]} heroes  
 * @param {number[]} monsters  
 * @param {number[]} coins  
 * @return {number[]}  
 */  
var maximumCoins = function(heroes, monsters, coins) {  
  
};
```

TypeScript

```
function maximumCoins(heroes: number[], monsters: number[], coins: number[]): number[] {  
  
};
```

C++

```
class Solution {
public:
    vector<long long> maximumCoins(vector<int>& heroes, vector<int>& monsters, vector<int>& coins) {

    }
};
```

C#

```
public class Solution {
    public long[] MaximumCoins(int[] heroes, int[] monsters, int[] coins) {

    }
}
```

Kotlin

```
class Solution {
    fun maximumCoins(heroes: IntArray, monsters: IntArray, coins: IntArray): LongArray {

    }
}
```

Go

```
func maximumCoins(heroes []int, monsters []int, coins []int) []int64 {

}
```
