Java

```java
class Solution {
    public int maxHeightOfTriangle(int red, int blue) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number} red
 * @param {number} blue
 * @return {number}
 */
var maxHeightOfTriangle = function(red, blue) {

};
```

TypeScript

```typescript
function maxHeightOfTriangle(red: number, blue: number): number {

};
```

C++

```cpp
class Solution {
```

```
public:
    int maxHeightOfTriangle(int red, int blue) {

    }
};
```

C#

```
public class Solution {
    public int MaxHeightOfTriangle(int red, int blue) {

    }
}
```

Kotlin

```
class Solution {
    fun maxHeightOfTriangle(red: Int, blue: Int): Int {

    }
}
```

Go

```
func maxHeightOfTriangle(red int, blue int) int {

}
```