

Java

```
class Solution {  
    public int countBalls(int lowLimit, int highLimit) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number} lowLimit  
 * @param {number} highLimit  
 * @return {number}  
 */  
var countBalls = function(lowLimit, highLimit) {  
  
};
```

TypeScript

```
function countBalls(lowLimit: number, highLimit: number): number {  
  
};
```

C++

```
class Solution {
```

```
public:
    int countBalls(int lowLimit, int highLimit) {

    }
};
```

C#

```
public class Solution {
    public int CountBalls(int lowLimit, int highLimit) {

    }
}
```

Kotlin

```
class Solution {
    fun countBalls(lowLimit: Int, highLimit: Int): Int {

    }
}
```

Go

```
func countBalls(lowLimit int, highLimit int) int {

}
```
