

Java

```
class Solution {  
    public int maximumGain(String s, int x, int y) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {string} s  
 * @param {number} x  
 * @param {number} y  
 * @return {number}  
 */  
var maximumGain = function(s, x, y) {  
  
};
```

TypeScript

```
function maximumGain(s: string, x: number, y: number): number {  
  
};
```

C++

```
class Solution {  
public:  
    int maximumGain(string s, int x, int y) {  
  
    }  
};
```

C#

```
public class Solution {  
    public int MaximumGain(string s, int x, int y) {  
  
    }  
}
```

Kotlin

```
class Solution {  
    fun maximumGain(s: String, x: Int, y: Int): Int {  
  
    }  
}
```

Go

```
func maximumGain(s string, x int, y int) int {  
  
}
```
