

## Java

```
class Solution {  
    public long[] minCost(int n, int[][] roads, int[] appleCost, int k) {  
  
    }  
}
```

---

## JavaScript

```
/**  
 * @param {number} n  
 * @param {number[][]} roads  
 * @param {number[]} appleCost  
 * @param {number} k  
 * @return {number[]}  
 */  
var minCost = function(n, roads, appleCost, k) {  
  
};
```

---

## TypeScript

```
function minCost(n: number, roads: number[][], appleCost: number[], k: number): number[] {  
  
};
```

---

## C++

```

class Solution {
public:
    vector<long long> minCost(int n, vector<vector<int>>& roads, vector<int>& appleCost, int k) {

    }
};
-----

```

## C#

```

public class Solution {
    public long[] MinCost(int n, int[][] roads, int[] appleCost, int k) {

    }
}
-----

```

## Kotlin

```

class Solution {
    fun minCost(n: Int, roads: Array<IntArray>, appleCost: IntArray, k: Int): LongArray {

    }
}
-----

```

## Go

```

func minCost(n int, roads [][]int, appleCost []int, k int) []int64 {

}

```

