

Java

```
class Solution {  
    public int minFlips(int a, int b, int c) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number} a  
 * @param {number} b  
 * @param {number} c  
 * @return {number}  
 */  
var minFlips = function(a, b, c) {  
  
};
```

C++

```
class Solution {  
public:  
    int minFlips(int a, int b, int c) {  
  
    }  
};
```

C#

```
public class Solution {  
    public int MinFlips(int a, int b, int c) {  
  
    }  
}
```
