

Java

```
class Solution {  
    public int minJumps(int[] nums) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number[]} nums  
 * @return {number}  
 */  
var minJumps = function(nums) {  
  
};
```

TypeScript

```
function minJumps(nums: number[]): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    int minJumps(vector<int>& nums) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int MinJumps(int[] nums) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun minJumps(nums: IntArray): Int {  
    }  
}
```

Go

```
func minJumps(nums []int) int {  
}
```