

Java

```
class Solution {  
    public long minMoves(int[] balance) {  
  
    }  
}
```

JavaScript

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

TypeScript

```
function minMoves(balance: number[]): number {  
  
};
```

C++

```
class Solution {  
public:  
    long long minMoves(vector<int>& balance) {  
  
    }  
};
```

C#

```
public class Solution {  
    public long MinMoves(int[] balance) {  
  
    }  
}
```

Kotlin

```
class Solution {  
    fun minMoves(balance: IntArray): Long {  
  
    }  
}
```

Go

```
func minMoves(balance []int) int64 {  
}
```
