

Java

```
class Solution {  
    public int minMoves(String[] classroom, int energy) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {string[]} classroom  
 * @param {number} energy  
 * @return {number}  
 */  
var minMoves = function(classroom, energy) {  
  
};
```

TypeScript

```
function minMoves(classroom: string[], energy: number): number {  
  
};
```

C++

```
class Solution {
```

```
public:
    int minMoves(vector<string>& classroom, int energy) {

    }
};
```

C#

```
public class Solution {
    public int MinMoves(string[] classroom, int energy) {

    }
}
```

Kotlin

```
class Solution {
    fun minMoves(classroom: Array<String>, energy: Int): Int {

    }
}
```

Go

```
func minMoves(classroom []string, energy int) int {

}
```
