

Java

```
class Solution {  
    public int minimumMoves(String s) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {string} s  
 * @return {number}  
 */  
var minimumMoves = function(s) {  
  
};
```

TypeScript

```
function minimumMoves(s: string): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    int minimumMoves(string s) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int MinimumMoves(string s) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun minimumMoves(s: String): Int {  
    }  
}
```

Go

```
func minimumMoves(s string) int {  
}
```