

## Java

```
class Solution {  
    public int minFlips(int[][] grid) {  
  
    }  
}
```

---

## JavaScript

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

---

## TypeScript

```
function minFlips(grid: number[][]): number {  
  
};
```

---

## C++

```
class Solution {  
public:
```

```
    int minFlips(vector<vector<int>>& grid) {  
    }  
};  
-----
```

## C#

```
public class Solution {  
    public int MinFlips(int[][] grid) {  
    }  
}
```

## Kotlin

```
class Solution {  
    fun minFlips(grid: Array<IntArray>): Int {  
    }  
}
```

## Go

```
func minFlips(grid [][]int) int {  
}
```