

Java

```
class Solution {  
    public int minNumberOperations(int[] target) {  
  
    }  
}
```

JavaScript

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

TypeScript

```
function minNumberOperations(target: number[]): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    int minNumberOperations(vector<int>& target) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int MinNumberOperations(int[] target) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun minNumberOperations(target: IntArray): Int {  
    }  
}
```

Go

```
func minNumberOperations(target []int) int {  
}
```