

Java

```
class Solution {  
    public int minOperations(int[] nums) {  
        }  
    }  
-----
```

JavaScript

```
/**  
 * @param {number[]} nums  
 * @return {number}  
 */  
var minOperations = function(nums) {  
};  
-----
```

TypeScript

```
function minOperations(nums: number[]): number {  
};  
-----
```

C++

```
class Solution {  
public:  
    int minOperations(vector<int>& nums) {  
        }  
};  
-----
```

C#

```
public class Solution {  
    public int MinOperations(int[] nums) {  
        }  
}
```

Kotlin

```
class Solution {  
    fun minOperations(nums: IntArray): Int {  
        }  
}
```

Go

```
func minOperations(nums []int) int {  
}  
-----
```