

Java

```
class Solution {  
    public int minimumPushes(String word) {  
  
    }  
}
```

JavaScript

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

TypeScript

```
function minimumPushes(word: string): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    int minimumPushes(string word) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int MinimumPushes(string word) {  
    }  
}  
-----
```

Kotlin

```
class Solution {  
    fun minimumPushes(word: String): Int {  
    }  
}  
-----
```

Go

```
func minimumPushes(word string) int {  
}  
-----
```