

## Java

```
class Solution {  
    public int minOperations(int[][] grid, int x) {  
  
    }  
}
```

---

## JavaScript

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

---

## TypeScript

```
function minOperations(grid: number[][], x: number): number {  
  
};
```

---

## C++

```
class Solution {
```

```
public:
    int minOperations(vector<vector<int>>& grid, int x) {

    }
};
```

---

## C#

```
public class Solution {
    public int MinOperations(int[][] grid, int x) {

    }
}
```

---

## Kotlin

```
class Solution {
    fun minOperations(grid: Array<IntArray>, x: Int): Int {

    }
}
```

---

## Go

```
func minOperations(grid [][]int, x int) int {

}
```

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