

Java

```
class Solution {  
    public int minSwaps(int[] nums, int[] forbidden) {  
        }  
    }  
-----
```

JavaScript

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

TypeScript

```
function minSwaps(nums: number[], forbidden: number[]): number {  
};  
-----
```

C++

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

C#

```
public class Solution {  
    public int MinSwaps(int[] nums, int[] forbidden) {  
        }  
}
```

Kotlin

```
class Solution {  
    fun minSwaps(nums: IntArray, forbidden: IntArray): Int {  
        }  
}
```

Go

```
func minSwaps(nums []int, forbidden []int) int {  
}
```
