

Java

```
class MovingAverage {  
    public MovingAverage(int size) {  
    }  
    public double next(int val) {  
    }  
}  
  
/**  
 * Your MovingAverage object will be instantiated and called as such:  
 * MovingAverage obj = new MovingAverage(size);  
 * double param_1 = obj.next(val);  
 */
```

JavaScript

```
/**  
 * @param {number} size  
 */  
var MovingAverage = function(size) {  
  
};  
  
/**  
 * @param {number} val  
 * @return {number}
```

```
*/
MovingAverage.prototype.next = function(val) {

};

/**
 * Your MovingAverage object will be instantiated and called as such:
 * var obj = new MovingAverage(size)
 * var param_1 = obj.next(val)
 */
```

C++

```
class MovingAverage {
public:
    MovingAverage(int size) {

    }

    double next(int val) {

    }
};

/**
 * Your MovingAverage object will be instantiated and called as such:
 * MovingAverage* obj = new MovingAverage(size);
 * double param_1 = obj->next(val);
 */
```

C#

```
public class MovingAverage {  
    public MovingAverage(int size) {  
    }  
    public double Next(int val) {  
    }  
}  
  
/**  
 * Your MovingAverage object will be instantiated and called as such:  
 * MovingAverage obj = new MovingAverage(size);  
 * double param_1 = obj.Next(val);  
 */
```
