

Java

```
class Solution {  
    public int minChanges(int n, int k) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number} n  
 * @param {number} k  
 * @return {number}  
 */  
var minChanges = function(n, k) {  
  
};
```

TypeScript

```
function minChanges(n: number, k: number): number {  
  
};
```

C++

```
class Solution {
```

```
public:
    int minChanges(int n, int k) {

    }
};
```

C#

```
public class Solution {
    public int MinChanges(int n, int k) {

    }
}
```

Kotlin

```
class Solution {
    fun minChanges(n: Int, k: Int): Int {

    }
}
```

Go

```
func minChanges(n int, k int) int {

}
```
