

## Java

```
/**
 * Definition for a category handler.
 * class CategoryHandler {
 *     public CategoryHandler(int[] categories);
 *     public boolean haveSameCategory(int a, int b);
 * };
 */
class Solution {
    public int numberOfCategories(int n, CategoryHandler categoryHandler) {

    }
}
```

---

## JavaScript

```
/**
 * Definition for a category handler.
 * class CategoryHandler {
 *     @param {number[]} categories
 *     constructor(categories);
 *
 *     @param {number} a
 *     @param {number} b
 *     @return {boolean}
 *     haveSameCategory(a, b);
 * }
 */
/**
 * @param {number} n
```

```
* @param {CategoryHandler} categoryHandler
* @return {number}
*/
var numberOfCategories = function(n, categoryHandler) {

};
```

---

## TypeScript

```
/**
 * Definition for a category handler.
 * class CategoryHandler {
 *     constructor(categories: number[]);
 *     public haveSameCategory(a: number, b: number): boolean;
 * }
 */
function numberOfCategories(n: number, categoryHandler: CategoryHandler): number {

};
```

---

## C++

```
/**
 * Definition for a category handler.
 * class CategoryHandler {
 * public:
 *     CategoryHandler(vector<int> categories);
 *     bool haveSameCategory(int a, int b);
 * };
```

```

    */
class Solution {
public:
    int numberOfCategories(int n, CategoryHandler* categoryHandler) {

    }
};
-----

```

## C#

```

/**
 * Definition for a category handler.
 * class CategoryHandler {
 *     public CategoryHandler(int[] categories);
 *     public bool HaveSameCategory(int a, int b);
 * }
 */
public class Solution {
    public int NumberOfCategories(int n, CategoryHandler categoryHandler) {

    }
}
-----

```

## Kotlin

```

/**
 * Definition for a category handler.
 * class CategoryHandler(categories: IntArray) {
 *     fun haveSameCategory(a: Int, b: Int): Boolean
 * }

```

```
*/  
class Solution {  
    fun numberOfCategories(n: Int, categoryHandler: CategoryHandler): Int {  
  
    }  
}
```

---

**Go**

```
/**  
 * Definition for a category handler.  
 * type CategoryHandler interface {  
 *     HaveSameCategory(int, int) bool  
 * }  
*/  
func numberOfCategories(n int, categoryHandler CategoryHandler) int {  
  
}
```

---