Java

```java
class Solution {
    public boolean isOneEditDistance(String s, String t) {

    }
}
```

JavaScript

```javascript
/**
 * @param {string} s
 * @param {string} t
 * @return {boolean}
 */
var isOneEditDistance = function(s, t) {

};
```

TypeScript

```typescript
function isOneEditDistance(s: string, t: string): boolean {

};
```

C++

```cpp
class Solution {
```

```cpp
public:
    bool isOneEditDistance(string s, string t) {

    }
};
```

C#

```csharp
public class Solution {
    public bool IsOneEditDistance(string s, string t) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun isOneEditDistance(s: String, t: String): Boolean {

    }
}
```

Go

```go
func isOneEditDistance(s string, t string) bool {

}
```