

Java

```
class Solution {  
    public int[] assignTasks(int[] servers, int[] tasks) {  
        }  
    }
```

JavaScript

```
/**  
 * @param {number[]} servers  
 * @param {number[]} tasks  
 * @return {number[]} */  
var assignTasks = function(servers, tasks) {  
};
```

TypeScript

```
function assignTasks(servers: number[], tasks: number[]): number[] {  
};
```

C++

```
class Solution {
```

```
public:  
    vector<int> assignTasks(vector<int>& servers, vector<int>& tasks) {  
  
    }  
};
```

C#

```
public class Solution {  
    public int[] AssignTasks(int[] servers, int[] tasks) {  
  
    }  
}
```

Kotlin

```
class Solution {  
    fun assignTasks(servers: IntArray, tasks: IntArray): IntArray {  
  
    }  
}
```

Go

```
func assignTasks(servers []int, tasks []int) []int {  
  
}
```