Java

```java
class Solution {
    public int projectionArea(int[][] grid) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[][]} grid
 * @return {number}
 */
var projectionArea = function(grid) {

};
```

TypeScript

```typescript
function projectionArea(grid: number[][]): number {

};
```

C++

```cpp
class Solution {
public:
```

```cpp
    int projectionArea(vector<vector<int>>& grid) {

    }
};
```

C#

```csharp
public class Solution {
    public int ProjectionArea(int[][] grid) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun projectionArea(grid: Array<IntArray>): Int {

    }
}
```

Go

```go
func projectionArea(grid [][]int) int {

}
```