

## Java

```
class Solution {  
    public int numberOfComponents(int[][] properties, int k) {  
  
    }  
}
```

---

## JavaScript

```
/**  
 * @param {number[][]} properties  
 * @param {number} k  
 * @return {number}  
 */  
var numberOfComponents = function(properties, k) {  
  
};
```

---

## TypeScript

```
function numberOfComponents(properties: number[][], k: number): number {  
  
};
```

---

## C++

```
class Solution {
```

```
public:
    int numberOfComponents(vector<vector<int>>& properties, int k) {

    }
};
```

---

## C#

```
public class Solution {
    public int NumberOfComponents(int[][] properties, int k) {

    }
}
```

---

## Kotlin

```
class Solution {
    fun numberOfComponents(properties: Array<IntArray>, k: Int): Int {

    }
}
```

---

## Go

```
func numberOfComponents(properties [][]int, k int) int {

}
```

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