

## **Java**

```
class Solution {  
    public String reverseWords(String s) {  
        }  
    }  
-----
```

## **JavaScript**

```
/**  
 * @param {string} s  
 * @return {string}  
 */  
var reverseWords = function(s) {  
  
};  
-----
```

## **TypeScript**

```
function reverseWords(s: string): string {  
  
};  
-----
```

## **C++**

```
class Solution {  
public:  
    string reverseWords(string s) {  
  
    }  
};  
-----
```

## **C#**

```
public class Solution {  
    public string ReverseWords(string s) {  
  
    }  
}
```

## **Kotlin**

```
class Solution {
    fun reverseWords(s: String): String {
        }
}
```

---

## Go

```
func reverseWords(s string) string {
}
```

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