Java

```java
class Solution {
    public void reverseWords(char[] s) {

    }
}
```

JavaScript

```javascript
/**
 * @param {character[]} s
 * @return {void} Do not return anything, modify s in-place instead.
 */
var reverseWords = function(s) {

};
```

TypeScript

```typescript
/**
 Do not return anything, modify s in-place instead.
 */
function reverseWords(s: string[]): void {

};
```

C++

```cpp
class Solution {
public:
    void reverseWords(vector<char>& s) {

    }
};
```

C#

```csharp
public class Solution {
    public void ReverseWords(char[] s) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun reverseWords(s: CharArray): Unit {

    }
}
```

Go

```go
func reverseWords(s []byte)  {

}
```