Java

```java
class SORTracker {

    public SORTracker() {

    }

    public void add(String name, int score) {

    }

    public String get() {

    }
}

/**
 * Your SORTracker object will be instantiated and called as such:
 * SORTracker obj = new SORTracker();
 * obj.add(name,score);
 * String param_2 = obj.get();
 */
```

JavaScript

```javascript
var SORTracker = function() {

};

/**
```

```
 * @param {string} name
 * @param {number} score
 * @return {void}
 */
SORTracker.prototype.add = function(name, score) {

};

/**
 * @return {string}
 */
SORTracker.prototype.get = function() {

};

/**
 * Your SORTracker object will be instantiated and called as such:
 * var obj = new SORTracker()
 * obj.add(name,score)
 * var param_2 = obj.get()
 */
```

TypeScript

```
class SORTracker {
    constructor() {

    }

    add(name: string, score: number): void {
```

```
    }

    get(): string {

    }
}

/**
 * Your SORTracker object will be instantiated and called as such:
 * var obj = new SORTracker()
 * obj.add(name,score)
 * var param_2 = obj.get()
 */
```

C++

```
class SORTracker {
public:
    SORTracker() {

    }

    void add(string name, int score) {

    }

    string get() {

    }
};
```

```
/**
 * Your SORTracker object will be instantiated and called as such:
 * SORTracker* obj = new SORTracker();
 * obj->add(name,score);
 * string param_2 = obj->get();
 */
```

C#

```
public class SORTracker {

    public SORTracker() {

    }

    public void Add(string name, int score) {

    }

    public string Get() {

    }
}

/**
 * Your SORTracker object will be instantiated and called as such:
 * SORTracker obj = new SORTracker();
 * obj.Add(name,score);
 * string param_2 = obj.Get();
 */
```

Kotlin

```kotlin
class SORTracker() {

    fun add(name: String, score: Int) {

    }

    fun get(): String {

    }

}

/**
 * Your SORTracker object will be instantiated and called as such:
 * var obj = SORTracker()
 * obj.add(name,score)
 * var param_2 = obj.get()
 */
```

Go

```go
type SORTracker struct {

}


func Constructor() SORTracker {
```

```
}


func (this *SORTracker) Add(name string, score int)  {

}


func (this *SORTracker) Get() string {

}


/**
 * Your SORTracker object will be instantiated and called as such:
 * obj := Constructor();
 * obj.Add(name,score);
 * param_2 := obj.Get();
 */
```
