

Java

```
class Solution {  
    public int minArea(char[][] image, int x, int y) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {character[][]} image  
 * @param {number} x  
 * @param {number} y  
 * @return {number}  
 */  
var minArea = function(image, x, y) {  
  
};
```

TypeScript

```
function minArea(image: string[][], x: number, y: number): number {  
  
};
```

C++

```
class Solution {
public:
    int minArea(vector<vector<char>>& image, int x, int y) {

    }
};
```

C#

```
public class Solution {
    public int MinArea(char[][] image, int x, int y) {

    }
}
```

Kotlin

```
class Solution {
    fun minArea(image: Array<CharArray>, x: Int, y: Int): Int {

    }
}
```

Go

```
func minArea(image [][]byte, x int, y int) int {

}
```
