**Java**

```java
class Solution {
    public int[] successfulPairs(int[] spells, int[] potions, long success) {

    }
}
```

---

**JavaScript**

```javascript
/**
 * @param {number[]} spells
 * @param {number[]} potions
 * @param {number} success
 * @return {number[]}
 */
var successfulPairs = function(spells, potions, success) {

};
```

---

**TypeScript**

```typescript
function successfulPairs(spells: number[], potions: number[], success: number): number[] {

};
```

---

**C++**

```cpp
class Solution {
public:
    vector<int> successfulPairs(vector<int>& spells, vector<int>& potions, long long success) {

    }
};
```

---

**C#**

```cs
public class Solution {
    public int[] SuccessfulPairs(int[] spells, int[] potions, long success) {

    }
}
```

---

**Kotlin**

```kt
class Solution {
    fun successfulPairs(spells: IntArray, potions: IntArray, success: Long): IntArray {

    }
}
```

---

**Go**

```go
func successfulPairs(spells []int, potions []int, success int64) []int {

}
```

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