

Java

```
class Solution {  
    public int getLucky(String s, int k) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {string} s  
 * @param {number} k  
 * @return {number}  
 */  
var getLucky = function(s, k) {  
  
};
```

TypeScript

```
function getLucky(s: string, k: number): number {  
  
};
```

C++

```
class Solution {
```

```
public:
    int getLucky(string s, int k) {

    }
};
```

C#

```
public class Solution {
    public int GetLucky(string s, int k) {

    }
}
```

Kotlin

```
class Solution {
    fun getLucky(s: String, k: Int): Int {

    }
}
```

Go

```
func getLucky(s string, k int) int {

}
```
