Java

```java
class Solution {
    public long maxSumTrionic(int[] nums) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[]} nums
 * @return {number}
 */
var maxSumTrionic = function(nums) {

};
```

TypeScript

```typescript
function maxSumTrionic(nums: number[]): number {

};
```

C++

```cpp
class Solution {
public:
```

```cpp
    long long maxSumTrionic(vector<int>& nums) {

    }
};
```

C#

```csharp
public class Solution {
    public long MaxSumTrionic(int[] nums) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun maxSumTrionic(nums: IntArray): Long {

    }
}
```

Go

```go
func maxSumTrionic(nums []int) int64 {

}
```