Java

```java
class Solution {
    public int robotSim(int[] commands, int[][] obstacles) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[]} commands
 * @param {number[][]} obstacles
 * @return {number}
 */
var robotSim = function(commands, obstacles) {

};
```

TypeScript

```typescript
function robotSim(commands: number[], obstacles: number[][]): number {

};
```

C++

```cpp
class Solution {
```

```
public:
    int robotSim(vector<int>& commands, vector<vector<int>>& obstacles) {

    }
};
```

C#

```
public class Solution {
    public int RobotSim(int[] commands, int[][] obstacles) {

    }
}
```

Kotlin

```
class Solution {
    fun robotSim(commands: IntArray, obstacles: Array<IntArray>): Int {

    }
}
```

Go

```
func robotSim(commands []int, obstacles [][]int) int {

}
```
