

Java

```
class Solution {  
    public void wiggleSort(int[] nums) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {number[]} nums  
 * @return {void} Do not return anything, modify nums in-place instead.  
 */  
var wiggleSort = function(nums) {  
  
};
```

TypeScript

```
/**  
 Do not return anything, modify nums in-place instead.  
 */  
function wiggleSort(nums: number[]): void {  
  
};
```

C++

```
class Solution {
public:
    void wiggleSort(vector<int>& nums) {

    }
};
```

C#

```
public class Solution {
    public void WiggleSort(int[] nums) {

    }
}
```

Kotlin

```
class Solution {
    fun wiggleSort(nums: IntArray): Unit {

    }
}
```

Go

```
func wiggleSort(nums []int) {

}
```

