Java

```java
/**
 * Definition for singly-linked list.
 * public class ListNode {
 *     int val;
 *     ListNode next;
 *     ListNode() {}
 *     ListNode(int val) { this.val = val; }
 *     ListNode(int val, ListNode next) { this.val = val; this.next = next; }
 * }
 */
class Solution {
    public String gameResult(ListNode head) {

    }
}
```

JavaScript

```javascript
/**
 * Definition for singly-linked list.
 * function ListNode(val, next) {
 *     this.val = (val===undefined ? 0 : val)
 *     this.next = (next===undefined ? null : next)
 * }
 */
/**
 * @param {ListNode} head
 * @return {string}
 */
```

```
var gameResult = function(head) {

};
```

TypeScript

```
/**
 * Definition for singly-linked list.
 * class ListNode {
 *     val: number
 *     next: ListNode | null
 *     constructor(val?: number, next?: ListNode | null) {
 *         this.val = (val===undefined ? 0 : val)
 *         this.next = (next===undefined ? null : next)
 *     }
 * }
 */

function gameResult(head: ListNode | null): string {

};
```

C++

```
/**
 * Definition for singly-linked list.
 * struct ListNode {
 *     int val;
 *     ListNode *next;
```

```
 *     ListNode() : val(0), next(nullptr) {}
 *     ListNode(int x) : val(x), next(nullptr) {}
 *     ListNode(int x, ListNode *next) : val(x), next(next) {}
 * };
 */
class Solution {
public:
    string gameResult(ListNode* head) {

    }
};
```

C#

```
/**
 * Definition for singly-linked list.
 * public class ListNode {
 *     public int val;
 *     public ListNode next;
 *     public ListNode(int val=0, ListNode next=null) {
 *         this.val = val;
 *         this.next = next;
 *     }
 * }
 */
public class Solution {
    public string GameResult(ListNode head) {

    }
}
```

Kotlin

```kotlin
/**
 * Example:
 * var li = ListNode(5)
 * var v = li.`val`
 * Definition for singly-linked list.
 * class ListNode(var `val`: Int) {
 *     var next: ListNode? = null
 * }
 */
class Solution {
    fun gameResult(head: ListNode?): String {

    }
}
```
