

## Java

```
class Solution {  
    public boolean isReachableAtTime(int sx, int sy, int fx, int fy, int t) {  
  
    }  
}
```

---

## JavaScript

```
/**  
 * @param {number} sx  
 * @param {number} sy  
 * @param {number} fx  
 * @param {number} fy  
 * @param {number} t  
 * @return {boolean}  
 */  
var isReachableAtTime = function(sx, sy, fx, fy, t) {  
  
};
```

---

## C++

```
class Solution {  
public:  
    bool isReachableAtTime(int sx, int sy, int fx, int fy, int t) {  
  
    }  
}
```

```
};
```

-----

**C#**

```
public class Solution {  
    public bool IsReachableAtTime(int sx, int sy, int fx, int fy, int t) {  
  
    }  
}
```

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