Java

```java
class Solution {
    public int earliestFinishTime(int[] landStartTime, int[] landDuration, int[] waterStartTime, int[] waterDuration) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[]} landStartTime
 * @param {number[]} landDuration
 * @param {number[]} waterStartTime
 * @param {number[]} waterDuration
 * @return {number}
 */
var earliestFinishTime = function(landStartTime, landDuration, waterStartTime, waterDuration) {

};
```

TypeScript

```typescript
function earliestFinishTime(landStartTime: number[], landDuration: number[], waterStartTime: number[], waterDuration: number[]):
number {

};
```

C++

```cpp
class Solution {
public:
    int earliestFinishTime(vector<int>& landStartTime, vector<int>& landDuration, vector<int>& waterStartTime,
    vector<int>& waterDuration) {

    }
};
```

C#

```csharp
public class Solution {
    public int EarliestFinishTime(int[] landStartTime, int[] landDuration, int[] waterStartTime, int[] waterDuration) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun earliestFinishTime(landStartTime: IntArray, landDuration: IntArray, waterStartTime: IntArray, waterDuration: IntArray):
    Int {

    }
}
```

Go

```go
func earliestFinishTime(landStartTime []int, landDuration []int, waterStartTime []int, waterDuration []int) int {
```

```
}
```