

## Java

```
/*
// Definition for an Interval.
class Interval {
    public int start;
    public int end;

    public Interval() {}

    public Interval(int _start, int _end) {
        start = _start;
        end = _end;
    }
};
*/

class Solution {
    public List<Interval> employeeFreeTime(List<List<Interval>> schedule) {

    }
}
```

---

## JavaScript

```
/**
 * // Definition for an Interval.
 * function Interval(start, end) {
 *     this.start = start;
 *     this.end = end;
 * };
```

```

    */
/**
 * @param {Interval[][]} schedule
 * @return {Interval[]}
 */
var employeeFreeTime = function(schedule) {

};
-----

```

## C++

```

/*
// Definition for an Interval.
class Interval {
public:
    int start;
    int end;

    Interval() {}

    Interval(int _start, int _end) {
        start = _start;
        end = _end;
    }
};
*/

class Solution {
public:
    vector<Interval> employeeFreeTime(vector<vector<Interval>> schedule) {

```

```
    }  
};  
-----
```

## C#

```
/*  
// Definition for an Interval.  
public class Interval {  
    public int start;  
    public int end;  
  
    public Interval(){}  
    public Interval(int _start, int _end) {  
        start = _start;  
        end = _end;  
    }  
}  
*/  
  
public class Solution {  
    public IList<Interval> EmployeeFreeTime(IList<IList<Interval>> schedule) {  
  
    }  
}
```

-----