Java

```java
class Solution {
    public int minTimeToReach(int[][] moveTime) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[][]} moveTime
 * @return {number}
 */
var minTimeToReach = function(moveTime) {

};
```

TypeScript

```typescript
function minTimeToReach(moveTime: number[][]): number {

};
```

C++

```cpp
class Solution {
public:
```

```cpp
    int minTimeToReach(vector<vector<int>>& moveTime) {

    }
};
```

C#

```csharp
public class Solution {
    public int MinTimeToReach(int[][] moveTime) {

    }
}
```

Kotlin

```kotlin
class Solution {
    fun minTimeToReach(moveTime: Array<IntArray>): Int {

    }
}
```

Go

```go
func minTimeToReach(moveTime [][]int) int {

}
```