

## Java

```
class Solution {  
    public int[][] restoreMatrix(int[] rowSum, int[] colSum) {  
  
    }  
}
```

---

## JavaScript

```
/**  
 * @param {number[]} rowSum  
 * @param {number[]} colSum  
 * @return {number[][]}  
 */  
var restoreMatrix = function(rowSum, colSum) {  
  
};
```

---

## TypeScript

```
function restoreMatrix(rowSum: number[], colSum: number[]): number[][] {  
  
};
```

---

## C++

```
class Solution {
```

```
public:
    vector<vector<int>> restoreMatrix(vector<int>& rowSum, vector<int>& colSum) {

    }
};
```

---

## C#

```
public class Solution {
    public int[][] RestoreMatrix(int[] rowSum, int[] colSum) {

    }
}
```

---

## Kotlin

```
class Solution {
    fun restoreMatrix(rowSum: IntArray, colSum: IntArray): Array<IntArray> {

    }
}
```

---

## Go

```
func restoreMatrix(rowSum []int, colSum []int) [][]int {

}
```

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