Java

```java
class Solution {
    public int findTheCity(int n, int[][] edges, int distanceThreshold) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number} n
 * @param {number[][]} edges
 * @param {number} distanceThreshold
 * @return {number}
 */
var findTheCity = function(n, edges, distanceThreshold) {

};
```

TypeScript

```typescript
function findTheCity(n: number, edges: number[][], distanceThreshold: number): number {

};
```

C++

```cpp
class Solution {
public:
    int findTheCity(int n, vector<vector<int>>& edges, int distanceThreshold) {

    }
};
```

C#

```cs
public class Solution {
    public int FindTheCity(int n, int[][] edges, int distanceThreshold) {

    }
}
```

Kotlin

```kt
class Solution {
    fun findTheCity(n: Int, edges: Array<IntArray>, distanceThreshold: Int): Int {

    }
}
```
