Java

```java
class Solution {
    public boolean validTree(int n, int[][] edges) {

    }
}
```

JavaScript

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

};
```

TypeScript

```typescript
function validTree(n: number, edges: number[][]): boolean {

};
```

C++

```cpp
class Solution {
```

```
public:
    bool validTree(int n, vector<vector<int>>& edges) {

    }
};
```

C#

```
public class Solution {
    public bool ValidTree(int n, int[][] edges) {

    }
}
```

Kotlin

```
class Solution {
    fun validTree(n: Int, edges: Array<IntArray>): Boolean {

    }
}
```

Go

```
func validTree(n int, edges [][]int) bool {

}
```
