

## Java

```
class Router {  
    public Router(int memoryLimit) {  
    }  
  
    public boolean addPacket(int source, int destination, int timestamp) {  
    }  
  
    public int[] forwardPacket() {  
    }  
  
    public int getCount(int destination, int startTime, int endTime) {  
    }  
}  
  
/**  
 * Your Router object will be instantiated and called as such:  
 * Router obj = new Router(memoryLimit);  
 * boolean param_1 = obj.addPacket(source,destination,timestamp);  
 * int[] param_2 = obj.forwardPacket();  
 * int param_3 = obj.getCount(destination,startTime,endTime);  
 */
```

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## JavaScript

```
/**
 * @param {number} memoryLimit
 */
var Router = function(memoryLimit) {

};

/**
 * @param {number} source
 * @param {number} destination
 * @param {number} timestamp
 * @return {boolean}
 */
Router.prototype.addPacket = function(source, destination, timestamp) {

};

/**
 * @return {number[]}
 */
Router.prototype.forwardPacket = function() {

};

/**
 * @param {number} destination
 * @param {number} startTime
 * @param {number} endTime
 * @return {number}
 */
Router.prototype.getCount = function(destination, startTime, endTime) {
```

```
};

/**
 * Your Router object will be instantiated and called as such:
 * var obj = new Router(memoryLimit)
 * var param_1 = obj.addPacket(source,destination,timestamp)
 * var param_2 = obj.forwardPacket()
 * var param_3 = obj.getCount(destination,startTime,endTime)
 */
```

---

## TypeScript

```
class Router {
    constructor(memoryLimit: number) {

    }

    addPacket(source: number, destination: number, timestamp: number): boolean {

    }

    forwardPacket(): number[] {

    }

    getCount(destination: number, startTime: number, endTime: number): number {

    }
}

/**
```

```
* Your Router object will be instantiated and called as such:  
* var obj = new Router(memoryLimit)  
* var param_1 = obj.addPacket(source,destination,timestamp)  
* var param_2 = obj.forwardPacket()  
* var param_3 = obj.getCount(destination,startTime,endTime)  
*/
```

---

## C++

```
class Router {  
public:  
    Router(int memoryLimit) {  
  
    }  
  
    bool addPacket(int source, int destination, int timestamp) {  
  
    }  
  
    vector<int> forwardPacket() {  
  
    }  
  
    int getCount(int destination, int startTime, int endTime) {  
  
    }  
};  
  
/**  
* Your Router object will be instantiated and called as such:  
* Router* obj = new Router(memoryLimit);
```

```
* bool param_1 = obj->addPacket(source,destination,timestamp);
* vector<int> param_2 = obj->forwardPacket();
* int param_3 = obj->getCount(destination,startTime,endTime);
*/
```

---

## C#

```
public class Router {

    public Router(int memoryLimit) {

    }

    public bool AddPacket(int source, int destination, int timestamp) {

    }

    public int[] ForwardPacket() {

    }

    public int GetCount(int destination, int startTime, int endTime) {

    }
}

/**
 * Your Router object will be instantiated and called as such:
 * Router obj = new Router(memoryLimit);
 * bool param_1 = obj.AddPacket(source,destination,timestamp);
 * int[] param_2 = obj.ForwardPacket();
 */
```

```
* int param_3 = obj.GetCount(destination,startTime,endTime);
*/
```

---

## Kotlin

```
class Router(memoryLimit: Int) {

    fun addPacket(source: Int, destination: Int, timestamp: Int): Boolean {

    }

    fun forwardPacket(): IntArray {

    }

    fun getCount(destination: Int, startTime: Int, endTime: Int): Int {

    }

}

/**
 * Your Router object will be instantiated and called as such:
 * var obj = Router(memoryLimit)
 * var param_1 = obj.addPacket(source,destination,timestamp)
 * var param_2 = obj.forwardPacket()
 * var param_3 = obj.getCount(destination,startTime,endTime)
 */
```

---

## Go

```
type Router struct {  
  
}  
  
func Constructor(memoryLimit int) Router {  
  
}  
  
func (this *Router) AddPacket(source int, destination int, timestamp int) bool {  
  
}  
  
func (this *Router) ForwardPacket() []int {  
  
}  
  
func (this *Router) GetCount(destination int, startTime int, endTime int) int {  
  
}  
  
/**  
 * Your Router object will be instantiated and called as such:  
 * obj := Constructor(memoryLimit);  
 * param_1 := obj.AddPacket(source,destination,timestamp);  
 * param_2 := obj.ForwardPacket();  
 * param_3 := obj.GetCount(destination,startTime,endTime);  
 */
```

