Java

```java
class Solution {
    public boolean canBeEqual(int[] target, int[] arr) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[]} target
 * @param {number[]} arr
 * @return {boolean}
 */
var canBeEqual = function(target, arr) {

};
```

TypeScript

```typescript
function canBeEqual(target: number[], arr: number[]): boolean {

};
```

C++

```cpp
class Solution {
```

```
public:
    bool canBeEqual(vector<int>& target, vector<int>& arr) {

    }
};
```

C#

```
public class Solution {
    public bool CanBeEqual(int[] target, int[] arr) {

    }
}
```

Kotlin

```
class Solution {
    fun canBeEqual(target: IntArray, arr: IntArray): Boolean {

    }
}
```

Go

```
func canBeEqual(target []int, arr []int) bool {

}
```
