

Java

```
class Solution {  
    public int minimumSeconds(List<List<String>> land) {  
  
    }  
}
```

JavaScript

```
/**  
 * @param {string[][]} land  
 * @return {number}  
 */  
var minimumSeconds = function(land) {  
  
};
```

TypeScript

```
function minimumSeconds(land: string[][]): number {  
  
};
```

C++

```
class Solution {  
public:
```

```
    int minimumSeconds(vector<vector<string>>& land) {  
    }  
};  
-----
```

C#

```
public class Solution {  
    public int MinimumSeconds(IList<IList<string>> land) {  
    }  
}
```

Kotlin

```
class Solution {  
    fun minimumSeconds(land: List<List<String>>): Int {  
    }  
}
```

Go

```
func minimumSeconds(land [][]string) int {  
}
```