Java

```java
class Solution {
    public int findMaxPathScore(int[][] edges, boolean[] online, long k) {

    }
}
```

JavaScript

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

};
```

TypeScript

```typescript
function findMaxPathScore(edges: number[][], online: boolean[], k: number): number {

};
```

C++

```cpp
class Solution {
public:
    int findMaxPathScore(vector<vector<int>>& edges, vector<bool>& online, long long k) {

    }
};
```

C#

```cs
public class Solution {
    public int FindMaxPathScore(int[][] edges, bool[] online, long k) {

    }
}
```

Kotlin

```kt
class Solution {
    fun findMaxPathScore(edges: Array<IntArray>, online: BooleanArray, k: Long): Int {

    }
}
```

Go

```go
func findMaxPathScore(edges [][]int, online []bool, k int64) int {

}
```
