Java

```java
class Solution {
    public double maxProbability(int n, int[][] edges, double[] succProb, int start_node, int end_node) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number} n
 * @param {number[][]} edges
 * @param {number[]} succProb
 * @param {number} start_node
 * @param {number} end_node
 * @return {number}
 */
var maxProbability = function(n, edges, succProb, start_node, end_node) {

};
```

C++

```cpp
class Solution {
public:
    double maxProbability(int n, vector<vector<int>>& edges, vector<double>& succProb, int start_node, int end_node) {

    }
};
```

C#

```csharp
public class Solution {
    public double MaxProbability(int n, int[][] edges, double[] succProb, int start_node, int end_node) {

    }
}
```