**Java**

```java
class Solution {
    public int reachableNodes(int n, int[][] edges, int[] restricted) {

    }
}
```

---

**JavaScript**

```javascript
/**
 * @param {number} n
 * @param {number[][]} edges
 * @param {number[]} restricted
 * @return {number}
 */
var reachableNodes = function(n, edges, restricted) {

};
```

---

**TypeScript**

```typescript
function reachableNodes(n: number, edges: number[][], restricted: number[]): number {

};
```

---

**C++**

```cpp
class Solution {
public:
    int reachableNodes(int n, vector<vector<int>>& edges, vector<int>& restricted) {

    }
};
```

---

**C#**

```cs
public class Solution {
    public int ReachableNodes(int n, int[][] edges, int[] restricted) {

    }
}
```

---

**Kotlin**

```kt
class Solution {
    fun reachableNodes(n: Int, edges: Array<IntArray>, restricted: IntArray): Int {

    }
}
```

---

**Go**

```go
func reachableNodes(n int, edges [][]int, restricted []int) int {

}
```

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