Java

```java
class Solution {
    public int[] findRedundantConnection(int[][] edges) {

    }
}
```

JavaScript

```javascript
/**
 * @param {number[][]} edges
 * @return {number[]}
 */
var findRedundantConnection = function(edges) {

};
```

TypeScript

```typescript
function findRedundantConnection(edges: number[][]): number[] {

};
```

C++

```cpp
class Solution {
public:
```

```
    vector<int> findRedundantConnection(vector<vector<int>>& edges) {

    }
};
```

C#

```
public class Solution {
    public int[] FindRedundantConnection(int[][] edges) {

    }
}
```

Kotlin

```
class Solution {
    fun findRedundantConnection(edges: Array<IntArray>): IntArray {

    }
}
```

Go

```
func findRedundantConnection(edges [][]int) []int {

}
```
