Java

```
class Solution {
    public int maxFreeTime(int eventTime, int k, int[] startTime, int[] endTime) {
        
    }
}
--------------------------------------------------------------------
```

JavaScript

```
/**
 * @param {number} eventTime
 * @param {number} k
 * @param {number[]} startTime
 * @param {number[]} endTime
 * @return {number}
 */
var maxFreeTime = function(eventTime, k, startTime, endTime) {
    
};
--------------------------------------------------------------------
```

TypeScript

```
function maxFreeTime(eventTime: number, k: number, startTime: number[], endTime: number[]): number {
    
};
--------------------------------------------------------------------
```

C++

```
class Solution {
public:
    int maxFreeTime(int eventTime, int k, vector<int>& startTime, vector<int>& endTime) {

    }
};
```

C#

```
public class Solution {
    public int MaxFreeTime(int eventTime, int k, int[] startTime, int[] endTime) {

    }
}
```

Kotlin

```
class Solution {
    fun maxFreeTime(eventTime: Int, k: Int, startTime: IntArray, endTime: IntArray): Int {

    }
}
```

Go

```
func maxFreeTime(eventTime int, k int, startTime []int, endTime []int) int {

}
```