

Java

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

JavaScript

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

TypeScript

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

C++

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

    }
};
```

C#

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

    }
}
```

Kotlin

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

    }
}
```

Go

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

}
```
