

A brute force algorithm could take a lot of time

If I were to implement a greedy algorithm for finding the min number of eggs needed, the objective would be to grab the egg with a larger weight if it possible. The constraint is that for this algorithm to work I need a gose that lay egg of weight 1, otherwise it would not find a solution for all cases(example: eggs=[2,5], target_weight = 6. In this case you have to debug simple greedy algorithm)