2410. Maximum Matching of Players With Trainers

Description

You are given a **0-indexed** integer array `players`, where `players[i]` represents the **ability** of the `i th` player. You are also given a **0-indexed** integer array `trainers`, where `trainers[j]` represents the **training capacity** of the `j th` trainer.

The `i th` player can **match** with the `j th` trainer if the player's ability is **less than or equal to** the trainer's training capacity. Additionally, the `i th` player can be matched with at most one trainer, and the `j th` trainer can be matched with at most one player.

Return *the* ***maximum*** *number of matchings between* `players` *and* `trainers` *that satisfy these conditions.*

Example 1:

```
Input: players = [4,7,9], trainers = [8,2,5,8]
Output: 2
Explanation:
One of the ways we can form two matchings is as follows:
- players[0] can be matched with trainers[0] since 4 <= 8.
- players[1] can be matched with trainers[3] since 7 <= 8.
It can be proven that 2 is the maximum number of matchings that can be formed.
```

Example 2:

```
Input: players = [1,1,1], trainers = [10]
Output: 1
Explanation:
The trainer can be matched with any of the 3 players.
Each player can only be matched with one trainer, so the maximum answer is 1.
```

Constraints:

- `1 <= players.length, trainers.length <= 10^5`
- `1 <= players[i], trainers[j] <= 10^9`