Minimum Number of Arrows to Burst Balloons

For this problem we must implement a classic interval scheduling/ greedy problem.

Key Insight:

- Each balloon is an interval [xstart, xend].
- We want the minimum number of arrows to intersect all intervals.
- Strategy: Greedy by end coordinate
  1. Sort balloons by their xend (right boundary).
  2. Shoot an arrow at the xend of the first balloon.
  3. For each subsequent balloon.
     - If its xstart is after the last arrow position, shoot a new arrow at its xend.
     - Otherwise, its already covered by the previous arrow.

Algorithm:

1. Sort points by xend.
2. Initialize arrows = 1 and arrowPos = first interval's end.
3. Iterate through intervals:
   - If xstart > arrowPos, increment arrows and update arrowPos = xend.

Complexity:

- Time: O(n log n) (sorting dominates)
- Space: O(1) (in-place sorting)