public List<ActivityTime> activitySelection(List<ActivityTime> list);

You are given n activities with their start and finish times. Select the maximum number of activities that can be performed by a single person, assuming that a person can only work on a single activity at a time.

Example:

Consider the following 6 activities.

start[] = {1, 3, 0, 5, 8, 5};

finish[] = {2, 4, 6, 7, 9, 9};

The maximum set of activities that can be executed

by a single person is {0, 1, 3, 4}

Using Greedy algorithm first we have to select the min end time whose start time is greater or equal to end time of just previous activity.

So first sort the activity based on end time that why we implements comparable interface to ActivityTime