Observation :

* For player “I” check whther it defeat all other guys.
* For each battle we will send the strongest guy to fight with the weakest guy.
* If the smallest player in the oppenent team is greater than our biggest player , then we can’t win .
* But battle with smallest guy by the largest guy is not the optimal approach
  + [1 , 4 , 4] [1 , 4 ,5]
  + Suppose if we fought with 5 , 1 & 4 , 4 then we can’t win.
  + So Y3 should be fought with X2 and Y2 with X1