Given a list of children greed and a list of cookie sizes

return the $\overset{\text{maximum}}{\wedge}$ number of children that can be satisfied.

A child is satisfied if the cookie they are given is $>=$ their greed score.

Approach:

If we sort both by size then we can find the next cookie that satisfies their greed.

```cpp
int findContentChildren( std::vector<int> g, std::vector<int> s) {
    std::sort( g.begin(), g.end());
    std::sort (s.begin(), s.end());

    int result {};
    auto currentCookie { s.begin() };

    for (auto childGreed: g) {
        currentCookie = std::find_if( currentCookie, s.end, [=](auto cSize){
            return cSize >= childGreed;
        }
        if (currentCookie == s.end()){
            break;
        }
```

```
            ++ result;
            ++ currentCookie;
        }
    return result;
}
```