

Assume you are an awesome parent and want to give your children some cookies. But, you should give each child at most one cookie.

Each child  $i$  has a greed factor  $g[i]$ , which is the minimum size of a cookie that the child will be content with; and each cookie  $j$  has a size  $s[j]$ . If  $s[j] \geq g[i]$ , we can assign the cookie  $j$  to the child  $i$ , and the child  $i$  will be content. Your goal is to maximize the number of your content children and output the maximum number.

**Example 1:**

**Input:**

```
3
1 2 3
2
1 1
```

**Output:**

```
1
```

Explanation: You have 3 children and 2 cookies. The greed factors of 3 children are 1, 2, 3.

And even though you have 2 cookies, since their size is both 1, you could only make the child whose greed factor is 1 content.

You need to output 1.

**Constraints:**

```
1 <= g.length <= 3 * 10^4
0 <= s.length <= 3 * 10^4
1 <= g[i], s[j] <= 2^31 - 1
```

**Answer:** (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main(){
3     int cnt=0,nck,nch;
4     scanf("%d",&nch);
5     int ch[nch];
6     for(int i=0;i<nch;i++)scanf("%d",&ch[i]);
7     scanf("%d",&nck);
8     int ck[nck];
9     for(int i=0;i<nck;i++)scanf("%d",&ck[i]);
10    for(int j=0;j<nch;j++){
11        for(int k=0;k<nck;k++){
12            if(ch[j]>=ck[k])cnt++;
13        }
14    }
15    printf("%d",cnt-1);
16 }
```

	Input	Expected	Got	
✓	2	2	2	✓
	1 2			
	3			
	1 2 3			