2410

Max Matching of Players with Trainers:

Given: two lists of Numbers, Players and Trainers

→ The value of the element in list shows the ability of a player and the training capacity of the trainer

→ Player can match with the trainer if ability ≤ training capacity

→ Return the maximum number of matchings b/w players and trainers.

Ans) → Random matches are not optimal, we want best possible match first

↓

"Greedy Method"

→ By sorting the lists and going greedy we find the match for the weakest player first.

→ This can be implemented by two pointer approach:

```
for i in trainer list:
    if ipointer ≤ j-pointer
        Match found, count++
    else
        No Match, Move to next trainer
return count
```