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🔑 BeiLuo

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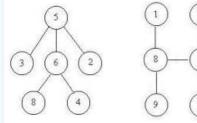
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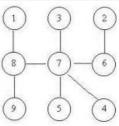
小希的迷宫

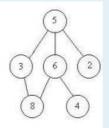
Time Limit: 2000/1000 MS (Java/Others) Memory Limit: 65536/32768 K (Java/Others)
Total Submission(s): 73000 Accepted Submission(s): 22907

Problem Description

上次Gardon的迷宫城堡小希玩了很久(见Problem B),现在她也想设计一个迷宫让Gardon来走。但是她设计迷宫的思路不一样,首先她认为所有的通道都应该是双向连通的,就是说如果有一个通道连通了房间A和B,那么既可以通过它从房间A走到房间B,也可以通过它从房间B走到房间A,为了提高难度,小希希望任意两个房间有且仅有一条路径可以相通(除非走了回头路)。小希现在把她的设计图给你,让你帮忙判断她的设计图是否符合她的设计思路。比如下面的例子,前两个是符合条件的,但是最后一个却有两种方法从5到达8。







Input

输入包含多组数据,每组数据是一个以00结尾的整数对列表,表示了一条通道连接的两个房间的编号。房间的编号至少为1,且不超过100000。每两组数据之间有一个空行。

整个文件以两个-1结尾。

Output

对于输入的每一组数据,输出仅包括一行。如果该迷宫符合小希的思路,那么输出"Yes",否则输出"No"。

Sample Input

6 8 5 3 5 2 6 4 5 6 0 0

8 1 7 3 6 2 8 9 7 5 7 4 7 8 7 6 0 0

3 8 6 8 6 4 5 3 5 6 5 2 0 0

-1 -1

Sample Output

Yes

Yes No

Author

Gardon

Source

HDU 2006-4 Programming Contest

Recommend

lxj | We have carefully selected several similar problems for you: 1232 1325 1233 1198 1102

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Hangzhou Dianzi University Online Judge 3.0
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Total 0.000000(s) query 5, Server time: 2019-07-18 14:45:16, Gzip enabled

Administration