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## Wormholes

Language: Default

**Time Limit:** 2000MS

**Memory Limit:** 65536K

**Total Submissions:** 72861

**Accepted:** 27084

## Description

While exploring his many farms, Farmer John has discovered a number of amazing wormholes. A wormhole is very peculiar because it is a one-way path that delivers you to its destination at a time that is BEFORE you entered the wormhole! Each of FJ's farms comprises  $N$  ( $1 \leq N \leq 500$ ) fields conveniently numbered  $1..N$ ,  $M$  ( $1 \leq M \leq 2500$ ) paths, and  $W$  ( $1 \leq W \leq 200$ ) wormholes.

As FJ is an avid time-traveling fan, he wants to do the following: start at some field, travel through some paths and wormholes, and return to the starting field a time before his initial departure. Perhaps he will be able to meet himself :).

To help FJ find out whether this is possible or not, he will supply you with complete maps to  $F$  ( $1 \leq F \leq 5$ ) of his farms. No paths will take longer than 10,000 seconds to travel and no wormhole can bring FJ back in time by more than 10,000 seconds.

## Input

Line 1: A single integer,  $F$ .  $F$  farm descriptions follow.

Line 1 of each farm: Three space-separated integers respectively:  $N$ ,  $M$ , and  $W$

Lines 2.. $M+1$  of each farm: Three space-separated numbers ( $S$ ,  $E$ ,  $T$ ) that describe, respectively: a bidirectional path between  $S$  and  $E$  that requires  $T$  seconds to traverse. Two fields might be connected by more than one path.

Lines  $M+2..M+W+1$  of each farm: Three space-separated numbers ( $S$ ,  $E$ ,  $T$ ) that describe, respectively: A one way path from  $S$  to  $E$  that also moves the traveler back  $T$  seconds.

## Output

Lines 1.. $F$ : For each farm, output "YES" if FJ can achieve his goal, otherwise output "NO" (do not include the quotes).

## Sample Input

```

2
3 3 1
1 2 2
1 3 4
2 3 1
3 1 3
3 2 1

```

```
1 2 3
2 3 4
3 1 8
```

## Sample Output

```
NO
YES
```

## Hint

For farm 1, FJ cannot travel back in time.

For farm 2, FJ could travel back in time by the cycle 1->2->3->1, arriving back at his starting location 1 second before he leaves. He could start from anywhere on the cycle to accomplish this.

## Source

USACO 2006 December Gold

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