d. A Good Contest

time limit per test

1 second

memory limit per test

256 megabytes

input

standard input

output

standard output

Codeforces user' handle color depends on his rating — it is red if his rating is greater or equal to 2400; it is orange if his rating is less than 2400 but greater or equal to 2200, etc. Each time participant takes part in a rated contest, his rating is changed depending on his performance.

Anton wants the color of his handle to become red. He considers his performance in the rated contest to be *good* if he outscored some participant, whose handle was colored red before the contest and his rating has increased after it.

Anton has written a program that analyses contest results and determines whether he performed good or not. Are you able to do the same?

**Input**

The first line of the input contains a single integer *n* (1 ≤ *n* ≤ 100) — the number of participants Anton has outscored in this contest .

The next *n* lines describe participants results: the *i*-th of them consists of a participant handle *namei* and two integers *beforei* and*afteri* ( - 4000 ≤ *beforei*, *afteri* ≤ 4000) — participant's rating before and after the contest, respectively. Each handle is a non-empty string, consisting of no more than 10 characters, which might be lowercase and uppercase English letters, digits, characters «\_» and «-» characters.

It is guaranteed that all handles are distinct.

**Output**

Print «YES» (quotes for clarity), if Anton has performed good in the contest and «NO» (quotes for clarity) otherwise.

**Examples**

**input**

3  
Burunduk1 2526 2537  
BudAlNik 2084 2214  
subscriber 2833 2749

**output**

YES

**input**

3  
Applejack 2400 2400  
Fluttershy 2390 2431  
Pinkie\_Pie -2500 -2450

**output**

NO

**Note**

In the first sample, Anton has outscored user with handle Burunduk1, whose handle was colored red before the contest and his rating has increased after the contest.

In the second sample, Applejack's rating has not increased after the contest, while both Fluttershy's and Pinkie\_Pie's handles were not colored red before the contest.

好的比赛

时间限制每个测试

第二

内存限制每个测试

256 MB

输入

标准输入

输出

标准输出

Codeforces user' handle color depends on his rating — it is red if his rating is greater or equal to 二千四百；如果他的评级低于它是橙色的二千四百但大于或等于二千二百每一次，等参与者参加评比赛，他的评价是根据他的表现改变。

Anton希望他把颜色变红。他认为他在大赛中的表现被评*好*如果他打出了一些参与者，其柄是红色的比赛前，他的等级增加后。

Anton写了一个程序，分析比赛结果和决定他表现好或不好。你能这样做吗？

**输入**

输入的第一行包含一个整数*N*（1 ≤ *N* ≤ 100) — the number of participants Anton has outscored in this contest .

下一个*N*线路描述参与者的结果：*I*世纪的人由一个参与者处理*姓名I*和两个整数*之前I*和*之后I*（ - 4000 ≤ *之前I*， *之后I* ≤ 4000) — participant's rating before and after the contest, respectively. Each handle is a non-empty string, consisting of no more than 十字符，这可能是小写和大写英文字母，数字，字符«\_»和«—人物”。

这是保证所有的处理是不同的。

**输出**

“打印对»（报价清晰），如果Anton表现好的比赛中，«不»（quotes for清晰），否则。。。。。。。

**实例**

**输入**

三  
burunduk1 2526 2537  
budalnik 2084 2214  
用户2833 2749

**输出**

对

**输入**

三  
苹果2400 2400  
fluttershy 2390部  
小派\_ 2500至2450

**输出**

不

**笔记**

在第一个示例中，Anton已经在用户与处理burunduk1它的柄是红色的，在比赛前和他评比赛后增加。

第二样本，苹果白兰地的评级没有比赛后增加，而飘扬的和是的\_喜鹊的把手是不是红色的比赛前。