#### HW1 - The Destined One and His Stick

Time limit: 15 seconds Memory limit: 256 megabytes Last updated on: September 16, 2024

### Problem Description

You are the Destined One. With your trusty stick (which, let's be honest, is just a fancy name for a glorified twig), you can defeat any foe in your path. From ferocious dragons to mildly annoyed cat, none have stood a chance against your impressive poking techniques.

Now, this stick isn't just any ordinary branch. It has been through countless adventures, and each scratch on its surface tells a tale of past victories. Some say it's imbued with ancient magic; others claim it just has really good balance for swinging. Regardless, it's never let you down.

This stick comes with a peculiar trait—it can change its length at will. Need a sword? It becomes one. Need a ladder? Done. However, this stick comes with a catch: the longer it grows, the harder it is to maneuver. Sure, it's impressive when it stretches to great lengths, but good luck trying to swing it without knocking over everything in your path. To avoid turning your epic journey into an awkward balancing act, you need to find the closest points around you.

By determining the shortest possible distance, your stick will extend just enough to be useful, without becoming a burden. Only then can you wield it with the precision and grace that a true hero like you deserves.



Figure 1: The Destined One

## **Input Format**

The input consists of the following:

- The first line contains a single integer, T ( $T \le 10$ ), indicating the number of test cases.
- For each test case:
  - The first line contains an integer, n ( $2 \le n \le 100,000$ ), which represents the number of points in the surrounding environment.
  - The next n lines each contain two real numbers,  $x_i$  and  $y_i$  (-10,000  $\leq x_i, y_i \leq$  10,000), denoting the positions of the i-th point as coordinates  $(x_i, y_i)$ .
  - It is guaranteed that no two points share the same position, meaning that there are no i and j values such that  $x_i = x_j$  and  $y_i = y_j$ .

### **Output Format**

For each test case, you should output a single real number, which represents the distance between the two closest points. Your answer will be accepted if the absolute error or the relative error is less than  $10^{-4}$ .

### Sample Input

```
3
3
0
0
1
1
0
4
6
4
9
2
8
7
3
9
5
7.377359
3.113089
8.899004
4.047913
3.929112
9.695250
8.377879
7.799725
5.508218
2.498832
```

# Sample Output

```
1.000000
```

3.605551

1.785861

## Note

The distance between 2 points  $(x_1, y_1)$  and  $(x_2, y_2)$  is defined by  $\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$ .

- $n \le 100$  for 20% of test cases
- $n \le 1,000$  for 40% of test cases
- $n \le 10,000$  for 60% of test cases
- $n \le 100,000$  for 100% of test cases