

# Simple Game

## — Problem Description

Tic-Tac-Toe is a 3X3 board game consisting of 9 squares where 'X' and 'O' are to be marked on these squares. It is played only by two players where the first player always starts with 'X' and the second player plays with 'O'. The game is turn-based and alternates between players. Each empty square on the board is represented by an underscore ('\_').

The rules of the game are as follows:

- Player 1 always starts the game by putting 'X' on the board and the next chance to play goes to Player 2. Player 2 plays the game by putting 'O' on the board and the game goes on, until someone wins.
- The first player to get 3 of his/her marks ('X' or 'O') consecutively in a row (vertically, horizontally or diagonally) is the winner.
- When all 9 squares are full, the game is over. If no player has 3 consecutive marks in any direction, the game ends in a tie.

The task is to find out whether the given board's state is valid or not. If valid, display 'YES' else display 'NO'. Refer the *Examples* section for more clarity.

Note: Board state validity is to be deduced from the board rules given above.

## — Constraints

[3x3] Matrix

## — Input

Each test case provides 3 lines which reflects the Tic-Tac-Toe board state

## — Output

Print "YES" if the board state is valid, else print "NO".

## — Time Limit (secs)

1

## — Examples

Example 1

Input

XXX  
OOO  
—

Output

NO

Explanation-

The given tic-tac-toe board state is invalid, because two players cannot win the game.



### Example 2

Input

XOX

OX\_

XO\_

Output

YES

Explanation-

The given tic-tac-toe board state is valid because Player 1 won the game.