

A. King of Thieves

time limit per test: 1 second

memory limit per test: 256 megabytes

input: standard input

output: standard output

In this problem you will meet the simplified model of game King of Thieves.

In a new ZeptoLab game called "King of Thieves" your aim is to reach a chest with gold by controlling your character, avoiding traps and obstacles on your way.

An interesting feature of the game is that you can design your own levels that will be available to other players. Let's consider the following simple design of a level.

A dungeon consists of n segments located at a same vertical level, each segment is either a platform that character can stand on, or a pit with a trap that makes player lose if he falls into it. All segments have the same length, platforms on the scheme of the level are represented as '*' and pits are represented as '.'.

One of things that affects speedrun characteristics of the level is a possibility to perform a series of consecutive jumps of the same length. More formally, when the character is on the platform number i_1 , he can make a sequence of jumps through the platforms $i_1 < i_2 < \dots < i_k$, if $i_2 - i_1 = i_3 - i_2 = \dots = i_k - i_{k-1}$. Of course, all segments i_1, i_2, \dots, i_k should be exactly the platforms, not pits.

Let's call a level to be *good* if you can perform a sequence of **four** jumps of the same length or in the other words there must be a sequence i_1, i_2, \dots, i_5 , consisting of **five** platforms so that the intervals between consecutive platforms are of the same length. Given the scheme of the level, check if it is good.

Input

The first line contains integer n ($1 \leq n \leq 100$) — the number of segments on the level.

Next line contains the scheme of the level represented as a string of n characters '*' and '.'.

Output

If the level is *good*, print the word "yes" (without the quotes), otherwise print the word "no" (without the quotes).

Examples

input
16 ** * * * * *
output
yes
input
11 * * * * *
output
no

Note

In the first sample test you may perform a sequence of jumps through platforms 2, 5, 8, 11, 14.

ZeptoLab Code Rush 2015

Finished

→ Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ACM-ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

→ Problem tags

brute force

implementation

No tag edit access

→ Contest materials

- Announcement
- Tutorial

The only programming contests Web 2.0 platform
Server time: Nov/30/2016 19:18:04^{UTC+8} (c4).
Desktop version, switch to [mobile version](#).