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Shopee Code League 2022 - Qualification Round

LIVE INVITE ONLY ACCESS

Mar 19, 2022, 03:00 PM WITA - Mar 19, 2022, 06:00 PM WITA

INSTRUCTIONS	PROBLEMS	SUBMISSIONS	LEADERBOARD	ANALYTICS	JUDGE	

← Problems / Connecting the Numbers

Connecting the Numbers

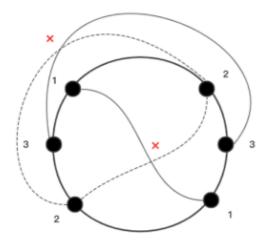
Max. score: 100

There are 2 * n points on the circle which are on the two-dimensional plane. Each point has a 1 to N number and each number appears twice. The same numbers should be connected, but the following restrictions should be met:

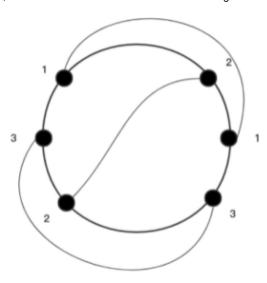
- 1) Lines cannot intersect
- 2) Select to connect outside or inside the circle

Sample

case 1:



case 2:



Input Format

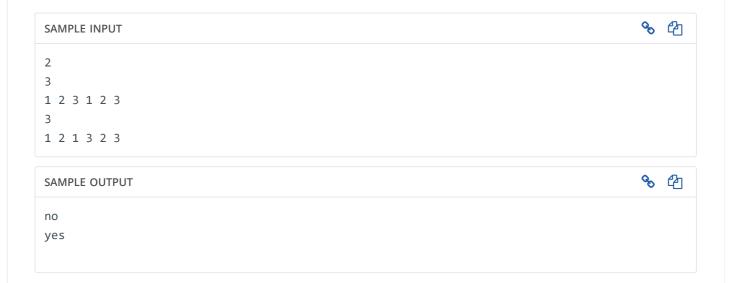
The first line contains one integer t ($1 \le t \le 50$) - the number of test cases. Each test case consists of two lines:

The first line contains one integer n ($2 \leq n \leq 10^5$) - the number of points.

The second line contains 2*n integers ni ($1 \leq i \leq 2*n, 1 \leq n_i \leq n$) - the number of clockwise points.

Output Format

For each test case, print yes if there is a solution. Otherwise, print no.



Explanation

NA

Time Limit:	2.5 sec(s) for each input file.					
Memory Limit:	256 MB					
Source Limit:	1024 KB					
Marking Scheme:	Score is assigned when all the testcases pass.					
Allowed Languages:	Bash, C, C++, C++14, C++17, Clojure, C#, D, Erlang, F#, Go, Groovy, Haskell, Java, Java 8, Java 14, JavaScript(?				

JavaScript(Node.js), Julia, Kotlin, Lisp, Lisp (SBCL), Lua, Objective-C, OCaml, Octave, Pascal, Perl, PHP, Python, Python 3, Python 3.8, Racket, Ruby, Rust, Scala, Swift-4.1, Swift, TypeScript, Visual Basic

CODE EDITOR



Tip: You can submit any number of times you want. Your best submission is considered for computing total score.

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