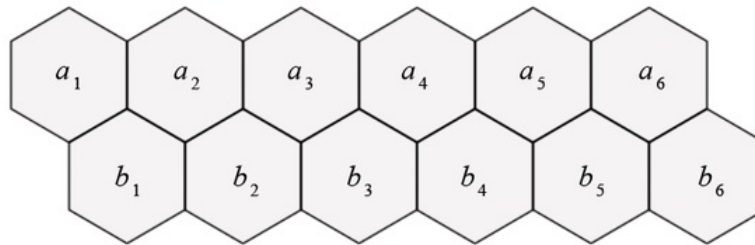


# Hexagonal Grid

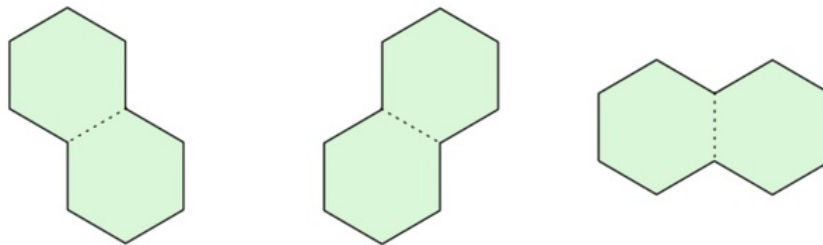
You are given a hexagonal grid consisting of two rows, each row consisting of  $n$  cells. The cells of the first row are labelled  $a_1, a_2, \dots, a_n$  and the cells of the second row are labelled  $b_1, b_2, \dots, b_n$ .

For example, for  $n = 6$ :



(Note that the  $b_i$  is connected with  $a_{i+1}$ .)

Your task is to tile this grid with  $2 \times 1$  tiles that look like the following:

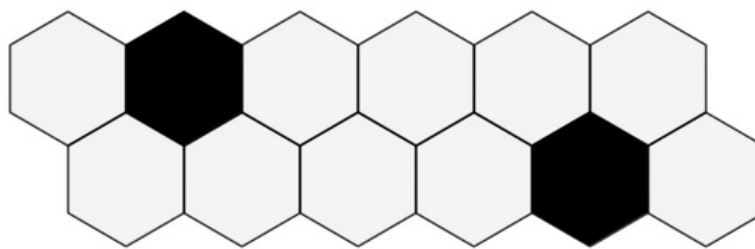


As you can see above, there are three possible orientations in which a tile can be placed.

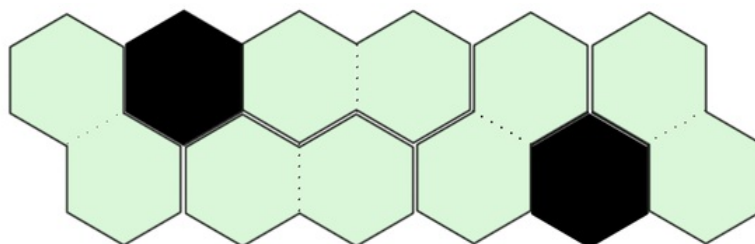
Your goal is to tile the whole grid such that every cell is covered by a tile, and no two tiles occupy the same cell. To add to the woes, certain cells of the hexagonal grid are *blackened*. No tile must occupy a blackened cell.

Is it possible to tile the grid?

Here's an example. Suppose we want to tile this grid:



Then we can do the tiling as follows:



## Input Format

The first line contains a single integer  $t$ , the number of test cases.

The first line of each test case contains a single integer  $n$  denoting the length of the grid.

The second line contains a binary string of length  $n$ . The  $i^{\text{th}}$  character describes whether cell  $a_i$  is blackened.

The third line contains a binary string of length  $n$ . The  $i^{\text{th}}$  character describes whether cell  $b_i$  is blackened.

A **0** corresponds to an empty cell and a **1** corresponds to blackened cell.

### Constraints

- $1 \leq t \leq 100$
- $1 \leq n \leq 10$

### Output Format

For each test case, print **YES** if there exists at least one way to tile the grid, and **NO** otherwise.

### Sample Input 0

```
6
6
010000
000010
2
00
00
2
00
10
2
00
01
2
00
11
2
10
00
```

### Sample Output 0

```
YES
YES
NO
NO
YES
NO
```

### Explanation 0

The first test case in the sample input describes the example given in the problem statement above.

For the second test case, there are two ways to fill it: either place two diagonal tiles side-by-side or place two horizontal tiles.