

Happy Ladybugs



Happy Ladybugs is a board game having the following properties:

- The board is represented by a string, b , of length n . The i^{th} character of the string, $b[i]$, denotes the i^{th} cell of the board.
 - If $b[i]$ is an underscore (i.e., `_`), it means the i^{th} cell of the board is empty.
 - If $b[i]$ is an uppercase English alphabetic letter (`ascii[A-Z]`), it means the i^{th} cell contains a ladybug of color $b[i]$.
 - String b will not contain any other characters.
- A ladybug is *happy* only when its left or right adjacent cell (i.e., $b[i \pm 1]$) is occupied by another ladybug having the same color.
- In a single move, you can move a ladybug from its current position to any empty cell.

Given the values of n and b for g games of Happy Ladybugs, determine if it's possible to make all the ladybugs happy. For each game, print **YES** on a new line if all the ladybugs can be made happy through some number of moves. Otherwise, print **NO**.

As an example, $b = [YYR_B_BR]$. You can move the rightmost B and R to make $b = [YYRRBB_]$ and all the ladybugs are happy.

Function Description

Complete the `happyLadybugs` function in the editor below. It should return an array of strings, either 'YES' or 'NO', one for each test string.

`happyLadybugs` has the following parameters:

- b : an array of strings that represents the initial positions and colors of the ladybugs

Input Format

The first line contains an integer g , the number of games.

The next g pairs of lines are in the following format:

- The first line contains an integer n , the number of cells on the board.
- The second line contains a string b describing the n cells of the board.

Constraints

- $1 \leq g, n \leq 100$
- $b[i] \in \{_, \text{ascii}[A-Z]\}$

Output Format

For each game, print **YES** on a new line if it is possible to make all the ladybugs *happy*. Otherwise, print **NO**.

Sample Input 0

```
4
7
RBY_YBR
6
X_Y__X
2
```

6
B_RRBR

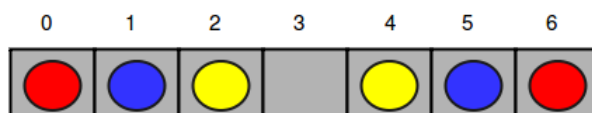
Sample Output 0

YES
NO
YES
YES

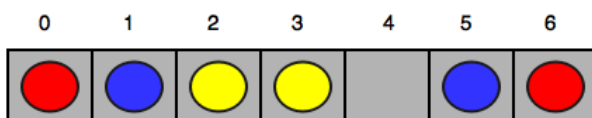
Explanation 0

The four games of Happy Ladybugs are explained below:

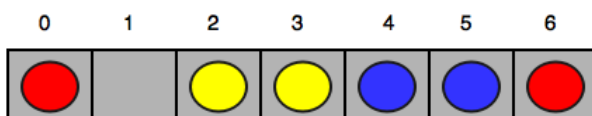
1. Initial board:



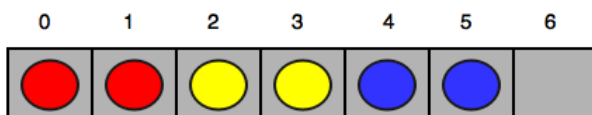
After the first move:



After the second move:



After the third move:



Now all the ladybugs are happy, so we print **YES** on a new line.

2. There is no way to make the ladybug having color **Y** happy, so we print **NO** on a new line.

3. There are no unhappy ladybugs, so we print **YES** on a new line.

4. Move the rightmost **B** and **R** to form $b = [BBRRR_]$.

Sample Input 1

5
5
AABBC
7
AABBC_C
1
—
10
DD__FQ_QQF
6
AABCBC

Sample Output 1

NO
YES
YES
YES
NO

