

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 (i.e., A through 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 to indicate that no number of moves will result in all the ladybugs being happy.

### Input Format

The first line contains an integer,  $g$ , denoting the number of games. The  $2 \cdot g$  subsequent lines describes a Happy Ladybugs game in the following format:

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

### Constraints

- $1 \leq g \leq 100$
- $1 \leq n \leq 100$
- It is guaranteed that string  $b$  consists of underscores and/or uppercase English alphabetic letters (i.e., `_` and A through 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

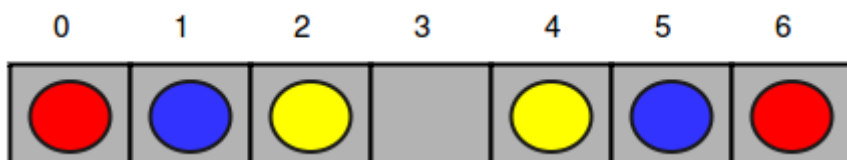
## Sample Output 0

YES  
NO  
YES  
YES

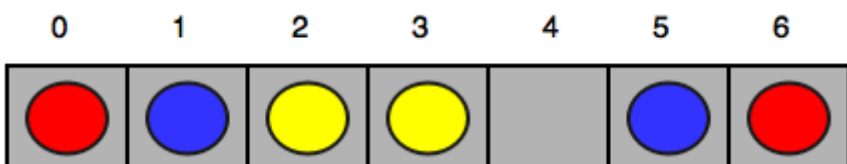
## Explanation 0

The first three games of Happy Ladybugs are explained below:

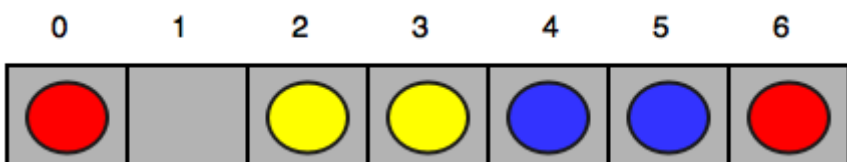
1. Initial board:



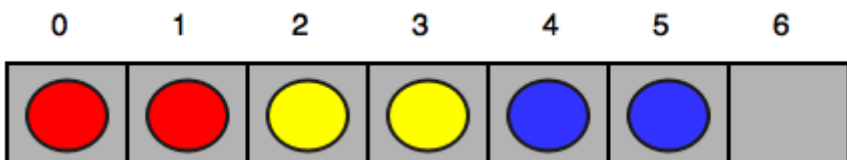
After the first move:



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.