* **#include** <bits/stdc++.h>
* **#define** **long** **long** **long**
* **#define** **Integer\_MAX\_VALUE** 0x7fffffff
* **#define** **Integer\_MIN\_VALUE** 0x80000000
* **#define** **Long\_MAX\_VALUE** 0x7fffffffffffffffL
* **#define** **Long\_MIN\_VALUE** 0x8000000000000000L
* **using** **namespace** std;
* **struct** **Solution**
* {
* **void** run()
* {
* string s;
* cin >> s;
* **int** len = s.length();
* **if** (len % 2 != 0)
* {
* cout << **"NO"** << endl;
* **return**;
* }
* **for** (**int** i = 0; i < len / 2; i++)
* {
* **if** (s[i] != s[i + len / 2])
* {
* cout << **"NO"** << endl;
* **return**;
* }
* }
* cout << **"YES"** << endl;
* }
* };
* **int** main()
* {
* ios\_base::sync\_with\_stdio(**false**);
* **Solution** solution = **Solution**();
* **int** t;
* cin >> t;
* **for** (**int** i = 0; i < t; i++)
* {
* solution.run();
* }
* **return** 0;
* }