**Problems** 

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Clarifications

# D. Wormholes

Time Limit: 1.0 Seconds Memory Limit: 65536K Multiple test files

While exploring his many farms, Farmer John has discovered a number of amazing wormholes. A wormhole is very peculiar because it is a one-way path that delivers you to its destination at a time that is BEFORE you entered the wormhole! Each of FJ's farms comprises N ( $1 \le N \le 500$ ) fields conveniently numbered 1..N, M ( $1 \le M \le 2500$ ) paths, and M ( $1 \le M \le 200$ ) wormholes.

As FJ is an avid time-traveling fan, he wants to do the following: start at some field, travel through some paths and wormholes, and return to the starting field a time before his initial departure. Perhaps he will be able to meet himself:)

To help FJ find out whether this is possible or not, he will supply you with complete maps to F ( $1 \le F \le 5$ ) of his farms. No paths will take longer than 10,000 seconds to travel and no wormhole can bring FJ back in time by more than 10,000 seconds.

#### Input

- \* Line 1: A single integer, F. F farm descriptions follow.
- \* Line 1 of each farm: Three space-separated integers respectively: N, M, and W
- \* Lines 2..M + 1 of each farm: Three space-separated numbers (S, E, T) that describe, respectively: a bidirectional path between S and E that requires T seconds to traverse. Two fields might be connected by more than one path.
- \* Lines M + 2...M + W + 1 of each farm: Three space-separated numbers (S, E, T) that describe, respectively: A one way path from S to E that also moves the traveler back T seconds.

# **Output**

\* Lines 1..F: For each farm, output "YES" if FJ can achieve his goal, otherwise output "NO" (do not include the quotes).

### Sample Input

3 3 1

1 2 2

1 3 4

2 3 1

3 1 3 3 2 1

1 2 3

2 3 4

3 1 8

# **Sample Output**

NO YES

#### **Input Details**

Two farm maps. The first has three paths and one wormhole, and the second has two paths and one wormhole.

# **Output Details**

For farm 1, FJ cannot travel back in time.

For farm 2, FJ could travel back in time by the cycle 1->2->3->1, arriving back at his starting location 1 second before he leaves. He could start from anywhere on the cycle to accomplish this.

Source: USACO 2006 December Competition

Problem ID in problemset: 2831

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