

## A. Submission Bait

time limit per test: 1 second  
memory limit per test: 256 megabytes

Alice and Bob are playing a game in an array  $a$  of size  $n$ .

They take turns to do operations, with Alice starting first. The player who can not operate will lose. At first, a variable  $mx$  is set to 0.

In one operation, a player can do:

- Choose an index  $i$  ( $1 \leq i \leq n$ ) such that  $a_i \geq mx$  and set  $mx$  to  $a_i$ . Then, set  $a_i$  to 0.

Determine whether Alice has a winning strategy.

### Input

The first line contains an integer  $t$  ( $1 \leq t \leq 10^3$ ) — the number of test cases.

For each test case:

- The first line contains an integer  $n$  ( $2 \leq n \leq 50$ ) — the size of the array.
- The second line contains  $n$  integers  $a_1, a_2, \dots, a_n$  ( $1 \leq a_i \leq n$ ) — the elements of the array.

### Output

For each test case, if Alice has a winning strategy, output "YES". Otherwise, output "NO".

You can output the answer in any case (upper or lower). For example, the strings "yEs", "yes", "Yes", and "YES" will be recognized as positive responses.

### Example

input	Copy
5	
2	
2 1	
2	
1 1	
3	
3 3 3	
4	
3 3 4 4	
4	
1 2 2 2	
output	Copy
YES	
NO	
YES	
NO	
YES	

### Note

In the first test case, Alice can choose  $i = 1$  since  $a_1 = 2 \geq mx = 0$ .

After Alice's operation,  $a = [0, 1]$  and  $mx = 2$ . Bob can not do any operation. Alice wins.

In the second test case, Alice doesn't have a winning strategy.

For example, if Alice chooses  $i = 1$ , after Alice's operation:  $a = [0, 1]$  and  $mx = 1$ . Then, Bob can choose  $i = 2$  since  $a_2 = 1 \geq mx = 1$ . After Bob's operation:  $a = [0, 0]$  and  $mx = 1$ . Alice can not do any operation. Bob wins.

Codeforces Round 960 (Div. 2)

Finished

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Register for practice

→ Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

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brute force games greedy sortings

\*900

No tag edit access

→ Contest materials

- Announcement (en) ×
- Tutorial (en) ×
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