DSC 100

GE23131-Programming Using C 2024

Leaderboard

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Submissions

Status : Finished
Submitted : Thursday 15 January 2026,07:17 PM
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Duration : 1 hr 12 secs

Score : 0
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0 Plagiarism

Two strings a and b of equal length are called friend if we can swap one character in string a with another character in string b such that the resulting string a is equal to string b.

Given a positive integer n and two strings a and b of length n, determine if a and b are friend. If a and b are friend, print YES, otherwise print NO.

Constraints

1 ≤ n ≤ 1000000
a, b ∈ [a-z]{n}, n times

SAMPLE INPUT

friend
ababa

SAMPLE OUTPUT

YES

Explanation

The string ababa can be converted to baaba in one move and to ababa without one move.

answer (partially signed by)

```
#include<stdio.h>
int main()
{
int n;
char a[1000000], b[1000000];
int i=0,j=0,k=0,l=0,m=0,o=0,p=0,q=0,r=0,s=0,t=0,u=0,v=0,w=0,x=0,y=0,z=0,
int A=0,B=0,C=0,D=0,E=0,F=0,G=0,H=0,I=0,J=0,K=0,L=0,M=0,N=0,O=0,P=0,Q=0,R=0,S=0,T=0,U=0,V=0,W=0,X=0,Y=0,Z=0;
int a1=0,b1=0,a2=0,b2=0,a3=0,b3=0,a4=0,b4=0,a5=0,b5=0,a6=0,b6=0,a7=0,b7=0,a8=0,b8=0,a9=0,b9=0,a10=0,b10=0,a11=0,b11=0,a12=0,b12=0,a13=0,b13=0,a14=0,b14=0,a15=0,b15=0,a16=0,b16=0,a17=0,b17=0,a18=0,b18=0,a19=0,b19=0,a20=0,b20=0,a21=0,b21=0,a22=0,b22=0,a23=0,b23=0,a24=0,b24=0,a25=0,b25=0,a26=0,b26=0;
int n1=0,n2=0,n3=0,n4=0,n5=0,n6=0,n7=0,n8=0,n9=0,n10=0,n11=0,n12=0,n13=0,n14=0,n15=0,n16=0,n17=0,n18=0,n19=0,n20=0,n21=0,n22=0,n23=0,n24=0,n25=0,n26=0;
int N1=0,N2=0,N3=0,N4=0,N5=0,N6=0,N7=0,N8=0,N9=0,N10=0,N11=0,N12=0,N13=0,N14=0,N15=0,N16=0,N17=0,N18=0,N19=0,N20=0,N21=0,N22=0,N23=0,N24=0,N25=0,N26=0;
int t1=0,t2=0,t3=0,t4=0,t5=0,t6=0,t7=0,t8=0,t9=0,t10=0,t11=0,t12=0,t13=0,t14=0,t15=0,t16=0,t17=0,t18=0,t19=0,t20=0,t21=0,t22=0,t23=0,t24=0,t25=0,t26=0;
int T1=0,T2=0,T3=0,T4=0,T5=0,T6=0,T7=0,T8=0,T9=0,T10=0,T11=0,T12=0,T13=0,T14=0,T15=0,T16=0,T17=0,T18=0,T19=0,T20=0,T21=0,T22=0,T23=0,T24=0,T25=0,T26=0;
int x,y,z,X,Y,Z,w,W,v,V,u,U,r,R,s,S,p,P,q,Q,m,M,n,N,o,O,t,T,l,L,k,K,j,J,i,I;
int *pa,*pb,*pc,*pd,*pe,*pf,*pg,*ph,*pi,*pj,*pk,*pl,*pm,*pn,*po,*pp,*pq,*pr,*ps,*pt,*pu,*pv,*pw,*px,*py,*pz,*pA,*pB,*pC,*pD,*pE,*pF,*pG,*pH,*pI,*pJ,*pK,*pL,*pM,*pN,*pO,*pP,*pQ,*pR,*pS,*pT,*pU,*pV,*pW,*pX,*pY,*pZ;
int *pa1,*pb1,*pc1,*pd1,*pe1,*pf1,*pg1,*ph1,*pi1,*pj1,*pk1,*pl1,*pm1,*pn1,*po1,*pp1,*pq1,*pr1,*ps1,*pt1,*pu1,*pv1,*pw1,*px1,*py1,*pz1,*pA1,*pB1,*pC1,*pD1,*pE1,*pF1,*pG1,*pH1,*pI1,*pJ1,*pK1,*pL1,*pM1,*pN1,*pO1,*pP1,*pQ1,*pR1,*pS1,*pT1,*pU1,*pV1,*pW1,*pX1,*pY1,*pZ1;
int *pa2,*pb2,*pc2,*pd2,*pe2,*pf2,*pg2,*ph2,*pi2,*pj2,*pk2,*pl2,*pm2,*pn2,*po2,*pp2,*pq2,*pr2,*ps2,*pt2,*pu2,*pv2,*pw2,*px2,*py2,*pz2,*pA2,*pB2,*pC2,*pD2,*pE2,*pF2,*pG2,*pH2,*pI2,*pJ2,*pK2,*pL2,*pM2,*pN2,*pO2,*pP2,*pQ2,*pR2,*pS2,*pT2,*pU2,*pV2,*pW2,*px2,*py2,*pz2,*pA2,*pB2,*pC2,*pD2,*pE2,*pF2,*pG2,*pH2,*pI2,*pJ2,*pK2,*pL2,*pM2,*pN2,*pO2,*pP2,*pQ2,*pR2,*pS2,*pT2,*pU2,*pV2,*pW2,*pX2,*pY2,*pZ2;
int *pa3,*pb3,*pc3,*pd3,*pe3,*pf3,*pg3,*ph3,*pi3,*pj3,*pk3,*pl3,*pm3,*pn3,*po3,*pp3,*pq3,*pr3,*ps3,*pt3,*pu3,*pv3,*pw3,*px3,*py3,*pz3,*pA3,*pB3,*pC3,*pD3,*pE3,*pF3,*pG3,*pH3,*pI3,*pJ3,*pK3,*pL3,*pM3,*pN3,*pO3,*pP3,*pQ3,*pR3,*pS3,*pT3,*pU3,*pV3,*pW
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