

Let's play a game on an array! You're standing at index **0** of an ***n***-element array named ***game***. From some index ***i*** (where  $0 \leq i < n$ ), you can perform one of the following moves:

- **Move Backward**: If cell ***i* - 1** exists *and* contains a **0**, you can walk back to cell ***i* - 1**.
- **Move Forward**:
  - If cell ***i* + 1** contains a zero, you can walk to cell ***i* + 1**.
  - If cell ***i* + *leap*** contains a zero, you can jump to cell ***i* + *leap***.
  - If you're standing in cell ***n* - 1** or the value of ***i* + *leap* ≥ *n***, you can walk or jump off the end of the array and win the game.

In other words, you can move from index ***i*** to index ***i* + 1**, ***i* - 1**, or ***i* + *leap*** as long as the destination index is a cell containing a **0**. If the destination index is greater than ***n* - 1**, you win the game.

Given ***leap*** and ***game***, complete the function in the editor below so that it returns *true* if you can win the game (or *false* if you cannot).

### Input Format

The first line contains an integer, ***q***, denoting the number of queries (i.e., function calls).

The **2 · *q*** subsequent lines describe each query over two lines:

1. The first line contains two space-separated integers describing the respective values of ***n*** and ***leap***.
2. The second line contains ***n*** space-separated binary integers (i.e., zeroes and ones) describing the respective values of ***game*<sub>0</sub>**, ***game*<sub>1</sub>**, ..., ***game*<sub>*n*-1</sub>**.

### Constraints

- $1 \leq q \leq 5000$
- $2 \leq n \leq 100$
- $0 \leq leap \leq 100$
- It is guaranteed that the value of ***game*<sub>0</sub>** is always **0**.

### Output Format

Return *true* if you can win the game; otherwise, return *false*.

### Sample Input

```
4
5 3
0 0 0 0 0
6 5
0 0 0 1 1 1
6 3
0 0 1 1 1 0
3 1
0 1 0
```

### Sample Output

```
YES
YES
NO
NO
```

### Explanation

We perform the following ***q* = 4** queries:

1. For ***game* = [0, 0, 0, 0, 0]** and ***leap* = 3**, we can walk and/or jump to the end of the array because every cell contains a **0**. Because we can win, we return *true*.
2. For ***game* = [0, 0, 0, 1, 1, 1]** and ***leap* = 5**, we can walk to index **1** and then jump ***i* + *leap* = 1 + 5 = 6** units to the end of the array. Because we can win, we return *true*.
3. For ***game* = [0, 0, 1, 1, 1, 0]** and ***leap* = 3**, there is no way for us to get past the three consecutive

ones. Because we cannot win, we return *false*.

4. For ***game*** = [0, 1, 0] and ***leap*** = 1, there is no way for us to get past the one at index 1. Because we cannot win, we return *false*.