

Happy Ladybugs is a board game having the following properties:

- The board is represented by a string, b , of length n . The i^{th} character of the string, $b[i]$, denotes the i^{th} cell of the board.
 - If $b[i]$ is an underscore (i.e., $_$), it means the i^{th} cell of the board is empty.
 - If $b[i]$ is an uppercase English alphabetic letter (`ascii[A-Z]`), it means the i^{th} cell contains a ladybug of color $b[i]$.
 - String b will not contain any other characters.
- A ladybug is *happy* only when its left or right adjacent cell (i.e., $b[i \pm 1]$) is occupied by another ladybug having the same color.
- In a single move, you can move a ladybug from its current position to any empty cell.

Given the values of n and b for g games of Happy Ladybugs, determine if it's possible to make all the ladybugs happy. For each game, print YES on a new line if all the ladybugs can be made happy through some number of moves. Otherwise, print NO.

As an example, $b = [YYR_B_BR]$. You can move the rightmost B and R to make $b = [YYRRBB_]$ and all the ladybugs are happy.

Function Description

Complete the *happyLadybugs* function in the editor below. It should return an array of strings, either 'YES' or 'NO', one for each test string.

happyLadybugs has the following parameters:

- b : an array of strings that represents the initial positions and colors of the ladybugs

Input Format

The first line contains an integer g , the number of games.

The next g pairs of lines are in the following format:

- The first line contains an integer n , the number of cells on the board.
- The second line contains a string b describing the n cells of the board.

Constraints

- $1 \leq g, n \leq 100$
- $b[i] \in \{_, \text{ascii}[A - Z]\}$

Output Format

For each game, print YES on a new line if it is possible to make all the ladybugs *happy*. Otherwise, print NO.

Sample Input 0

```
4
7
RBY_YBR
6
X_Y__X
2
_
6
B_RRBR
```

Sample Output 0



```
YES
NO
YES
```

YES








Explanation 0

The four games of Happy Ladybugs are explained below:








1. Initial board:

0	1	2	3	4	5	6
						








After the first move:

0	1	2	3	4	5	6
						

After the second move:

0	1	2	3	4	5	6
						

After the third move:

0	1	2	3	4	5	6
						

Now all the ladybugs are happy, so we print YES on a new line.

- 2. There is no way to make the ladybug having color γ happy, so we print NO on a new line.
- 3. There are no unhappy ladybugs, so we print YES on a new line.
- 4. Move the rightmost B and R to form $b = [BBRRR_]$.

Sample Input 1

5
5
AABBC
7
AABBC_C
1
—
10
DD__FQ_QQF
6
AABCBC

Sample Output 1

NO
YES
YES
YES
NO