



Complete the level

Submit solution

All submissions

Best submissions

✓ Points: 100 (partial)

② Time limit: 1.0s

■ Memory limit: 256M

☑ Author:

Akshat

➤ Problem type

✓ Allowed languages

C, C++

Akshat is playing a computer game. Now he wants to complete the first level of this game. A level is a rectangular grid of 2 rows and n columns. Akshat controls a character, which starts in cell (1,1) at the intersection of the 1 st row and the 1 st column. Akshat's character can move from one cell to another in one step if the cells are adjacent by side and/or corner. Formally, it is possible to move from cell (x1,y1) to cell (x2,y2) in one step if $|x1-x2| \le 1$ and $|y1-y2| \le 1$. Obviously, it is prohibited to go outside the grid.

There are traps in some cells. If Akshat's character finds himself in such a cell, he dies, and the game ends. To complete a level, Akshat's character should reach cell (2,n) at the intersection of row 2 and column n. Help Akshat determine if it is possible to complete the level.

Input Format

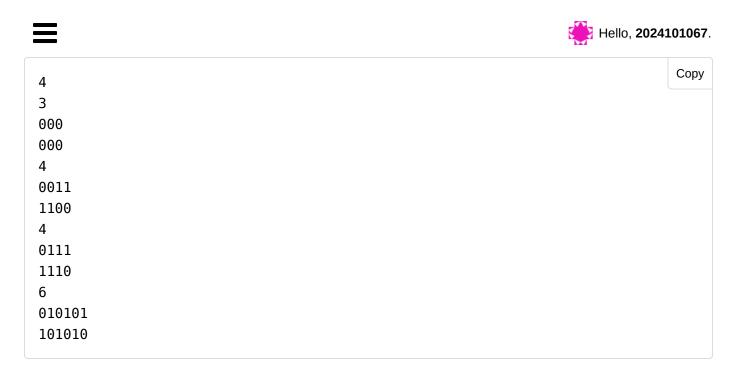
- The first line contains a single integer t (1≤t≤100), the number of test cases. Then the test cases follow. Each test case consists of three lines.
- The first line contains a single integer n (3≤n≤100), the number of columns.
- The next two lines describe the level. The i th of these lines describes the i th line of the level, the line consists of the characters 0 and 1. The character 0 corresponds to a safe cell, the character 1 corresponds to a trap cell.
- Assume the cells (1,1) and (2,n) are always safe, irrespective of that cell being 0 or 1.

Output Format

• For each test case, output YES if it is possible to complete the level, and NO otherwise.

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Output

```
YES
YES
NO
YES
```

Explanation for test case 1:

In the first test case, one of the possible paths is $(1,1) \rightarrow (2,2) \rightarrow (2,3)$

Explanation for test case 2:

In the second test case, one of the possible paths is $(1,1) \rightarrow (1,2) \rightarrow (2,3) \rightarrow (2,4)$

Clarifications

Request clarification

No clarifications have been made at this time.

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