

K - Stones

Time Limit: 2 sec / Memory Limit: 1024 MB

Score : 100 points

Problem Statement

There is a set $A = \{a_1, a_2, \dots, a_N\}$ consisting of N positive integers. Taro and Jiro will play the following game against each other.

Initially, we have a pile consisting of K stones. The two players perform the following operation alternately, starting from Taro:

- Choose an element x in A , and remove exactly x stones from the pile.

A player loses when he becomes unable to play. Assuming that both players play optimally, determine the winner.

Constraints

- All values in input are integers.
- $1 \leq N \leq 100$
- $1 \leq K \leq 10^5$
- $1 \leq a_1 < a_2 < \dots < a_N \leq K$

Input

Input is given from Standard Input in the following format:

```
N K
a1 a2 ... aN
```

Output

If Taro will win, print **First**; if Jiro will win, print **Second**.

Sample Input 1

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```
2 4
2 3
```

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Sample Output 1

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First

[Copy](#)

If Taro removes three stones, Jiro cannot make a move. Thus, Taro wins.

Sample Input 2

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2 5
2 3

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Sample Output 2

[Copy](#)

Second

[Copy](#)

Whatever Taro does in his operation, Jiro wins, as follows:

- If Taro removes two stones, Jiro can remove three stones to make Taro unable to make a move.
 - If Taro removes three stones, Jiro can remove two stones to make Taro unable to make a move.
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Sample Input 3

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2 7
2 3

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Sample Output 3

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First

[Copy](#)

Taro should remove two stones. Then, whatever Jiro does in his operation, Taro wins, as follows:

- If Jiro removes two stones, Taro can remove three stones to make Jiro unable to make a move.
 - If Jiro removes three stones, Taro can remove two stones to make Jiro unable to make a move.
-

Sample Input 4

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```
3 20
1 2 3
```

Sample Output 4 Copy

```
Second
```

Sample Input 5 Copy

```
3 21
1 2 3
```

Sample Output 5 Copy

```
First
```

Sample Input 6 Copy

```
1 100000
1
```

Sample Output 6 Copy

```
Second
```