```c
#include <stdio.h>

void getCombinations(int *weights, int *choices, int n, int k, int sum, int pos, int *ptr){
    // First try eating the current candy due to lexicographic order
    choices[pos] = 1; // Let us try eating this candy
    sum += weights[pos]; // See how much weight it gives us

    if(sum == k){
        *ptr = 1; // Mr C is not doomed. At least one combination found
        int i;
        for(i = 0; i <= pos; i++)
            printf("%d",choices[i]);
        for(; i < n; i++) // The rest of the candies are not needed
            printf("0");
        printf("\n");
    }else if(sum < k && pos < n-1) // Need more candy
        getCombinations(weights, choices, n, k, sum, pos+1, ptr);

    // Hmm ... let me try not eating this candy
    choices[pos] = 0;
    sum -= weights[pos];
    if(sum < k && pos < n-1) // Need more candy
        getCombinations(weights, choices, n, k, sum, pos+1, ptr);
}

int main(){
    int n, k, isFound;
    scanf("%d %d", &n, &k);
    int weights[n], choices[n];
    for(int i = 0; i < n; i++){
        scanf("%d", &weights[i]);
        choices[i] = 0;
    }
    getCombinations(weights, choices, n, k, 0, 0, &isFound);
    if(!isFound)
        printf("MR C IS DOOMED");
    return 0;
}
```