**SOLUTION**

struct ComparePoints{

bool operator()(const vector<int>& p1, const vector<int>& p2){

return (p1[0]\*p1[0] + p1[1]\*p1[1]) < (p2[0]\*p2[0] + p2[1]\*p2[1]);

}

};

class Solution {

public:

Solution(){ios::sync\_with\_stdio(false); std::cin.tie(nullptr); std::cout.tie(nullptr);}

vector<vector<int>> kClosest(vector<vector<int>>& points, int K) {

sort(points.begin(),points.end(),ComparePoints());

points.resize(K);

return points;

}

};

**TIME COMPLEXITY= O(N\*logN)**

**SPACE COMPLEXITY= O(1)**