

# 991. Broken Calculator

## Description

There is a broken calculator that has the integer `startValue` on its display initially. In one operation, you can:

- multiply the number on display by `2`, or
- subtract `1` from the number on display.

Given two integers `startValue` and `target`, return *the minimum number of operations needed to display `target` on the calculator*.

### Example 1:

**Input:** `startValue = 2, target = 3`

**Output:** `2`

**Explanation:** Use double operation and then decrement operation `{2 -> 4 -> 3}`.

### Example 2:

**Input:** `startValue = 5, target = 8`

**Output:** `2`

**Explanation:** Use decrement and then double `{5 -> 4 -> 8}`.

### Example 3:

**Input:** `startValue = 3, target = 10`

**Output:** `3`

**Explanation:** Use double, decrement and double `{3 -> 6 -> 5 -> 10}`.

### Constraints:

- `1 <= startValue, target <= 109`

