

# 2220. Minimum Bit Flips to Convert Number

## Description

A **bit flip** of a number `x` is choosing a bit in the binary representation of `x` and **flipping** it from either `0` to `1` or `1` to `0`.

- For example, for `x = 7`, the binary representation is `111` and we may choose any bit (including any leading zeros not shown) and flip it. We can flip the first bit from the right to get `110`, flip the second bit from the right to get `101`, flip the fifth bit from the right (a leading zero) to get `10111`, etc.

Given two integers `start` and `goal`, return *the minimum number of bit flips to convert* `start` to `goal`.

### Example 1:

**Input:** `start = 10, goal = 7`

**Output:** `3`

**Explanation:** The binary representation of 10 and 7 are 1010 and 0111 respectively. We can convert 10 to 7 in 3 steps:

- Flip the first bit from the right: `1010` → `1011`.
- Flip the third bit from the right: `1011` → `1111`.
- Flip the fourth bit from the right: `1111` → `0111`.

It can be shown we cannot convert 10 to 7 in less than 3 steps. Hence, we return 3.

### Example 2:

**Input:** `start = 3, goal = 4`

**Output:** `3`

**Explanation:** The binary representation of 3 and 4 are 011 and 100 respectively. We can convert 3 to 4 in 3 steps:

- Flip the first bit from the right: `011` → `010`.
- Flip the second bit from the right: `010` → `000`.
- Flip the third bit from the right: `000` → `100`.

It can be shown we cannot convert 3 to 4 in less than 3 steps. Hence, we return 3.

### Constraints:

- `0 ≤ start, goal ≤ 109`

