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Description

Solution

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JavaAutocomplete

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991. Broken Calculator

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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:

- $1 \leq x, y \leq 10^9$

Accepted 83,508Submissions 154,351

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YesNo

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```
class Solution {
    public int brokenCalc(int startValue, int target) {
    }
}
```

Problems

Pick One

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Console

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Run Code

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https://leetcode.com/problems/broken-calculator/

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