

# Problem 2220: Minimum Bit Flips to Convert Number

## Problem Information

**Difficulty:** Easy

**Acceptance Rate:** 87.71%

**Paid Only:** No

**Tags:** Bit Manipulation

## Problem 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: 101 \_0\_ -> 101 \_1\_. - Flip the third bit from the right: 1 \_0\_ 11 -> 1 \_1\_ 11. - Flip the fourth bit from the right: \_1\_ 111 -> \_0\_ 111. 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: 01 \_1\_ -> 01 \_0\_. - Flip the second bit from the right: 0 \_1\_ 0 -> 0 \_0\_ 0. - Flip the third bit from the right: \_0\_ 00 -> \_1\_ 00. It can be shown we cannot convert 3 to 4 in less than 3

steps. Hence, we return 3.

**\*\*Constraints:\*\***

\* `0 <= start, goal <= 10<sup>9</sup>`

**\*\*Note:\*\*** This question is the same as [461: Hamming Distance.](<https://leetcode.com/problems/hamming-distance/description/>)

## Code Snippets

### C++:

```
class Solution {  
public:  
    int minBitFlips(int start, int goal) {  
        }  
    };
```

### Java:

```
class Solution {  
public int minBitFlips(int start, int goal) {  
    }  
}
```

### Python3:

```
class Solution:  
    def minBitFlips(self, start: int, goal: int) -> int:
```