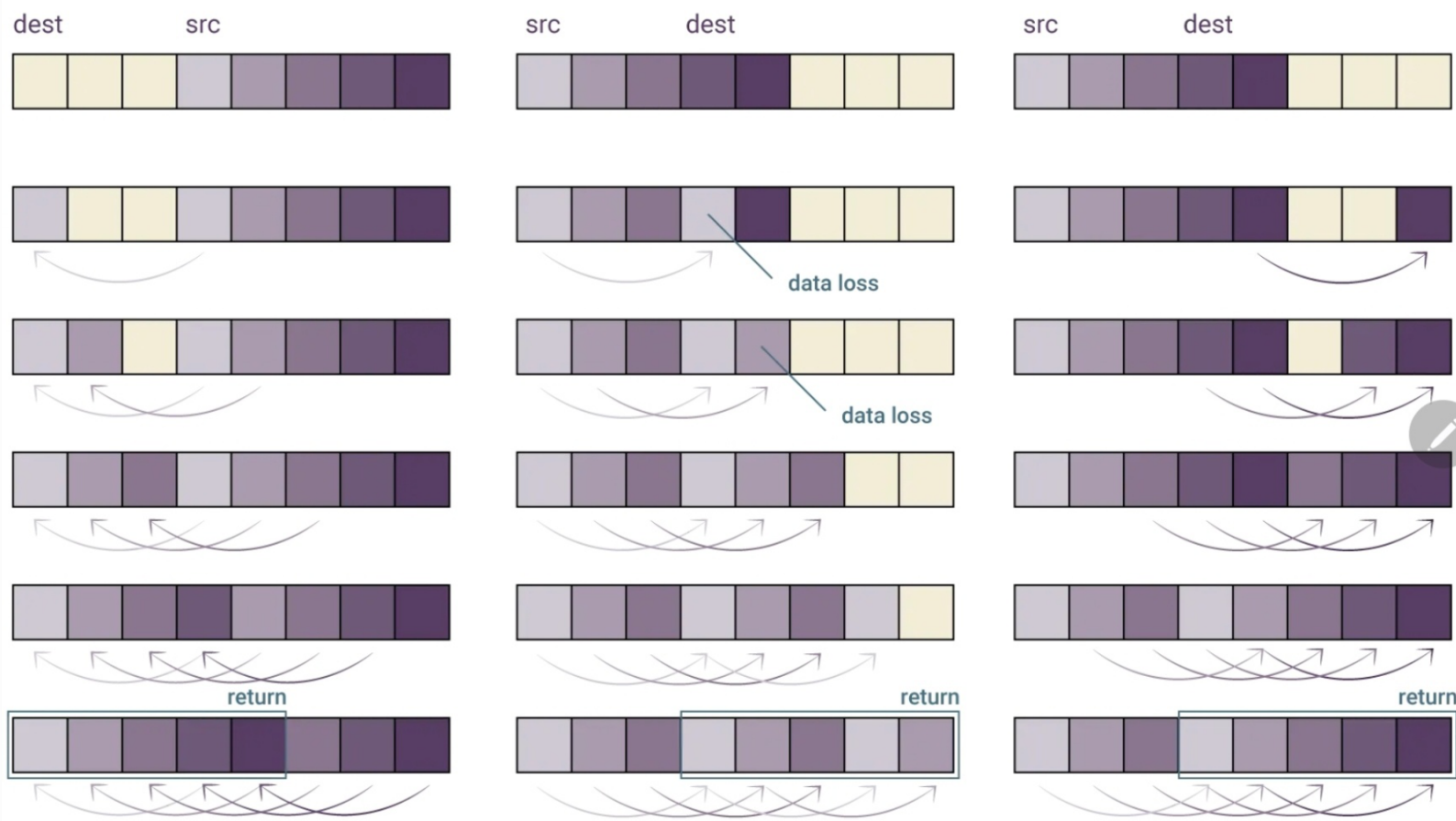


DST ≤ SRC
SUCCESS

DST > SRC (start → end)
FAILURE

DST > SRC (end → start)
SUCCESS



ft. memmove()

— makes sure there is no error when there is a memory overlapping situation.

↪ overlap itself is not the problem.
it's the Data loss it can happen

DST > SRC

when the destination memory has bytes "before" the overlapping memory.

ex) ~~DST = {a, b, c, d, e}~~ SRC
~~SRC = {d, e, f, g, h}~~ DST