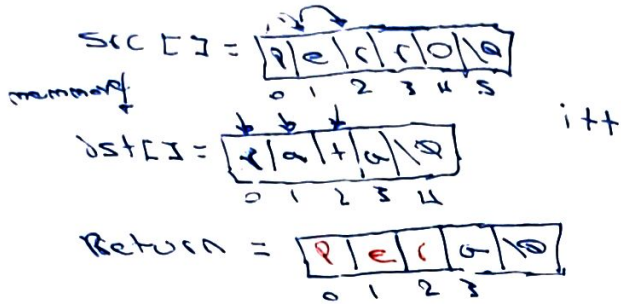


• ft_memmove \rightarrow (void *dst, const void *src, size_t n)

if src >= dst
 ↳ src[] = "hello"
 dst[] = "gatto"

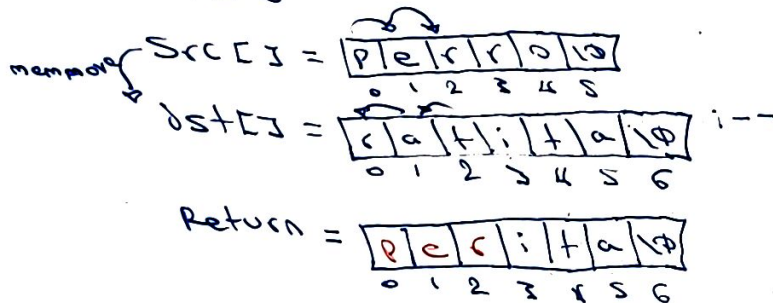
n = 3



if src < dst

↳ src[] = "hello"
 dst[] = "cattato"

n = 3



ft_memcmp \rightarrow (const void *s1, const void *s2, size_t n)

Case 1:

if s1 == s2

s1 =

f	o	c	a	\0
0	1	2	3	4

s2 =

f	o	c	a	\0
0	1	2	3	4

n = 2

Return = 0

Case 2:

if s1 > s2

s1 =

f	o	c	a	\0
0	1	2	3	4

s2 =

f	o	c	a	\0
0	1	2	3	4

n = 2

Return = > 0 (42)

Case 3:

if s1 < s2

s1 =

f	o	c	a	\0
0	1	2	3	4

s2 =

f	o	c	a	\0
0	1	2	3	4

n = 2

Return = < 0 (-25)

ft_memchr (const void *s, int c, size_t n)

s =

g	a	t	t	o	\0
0	1	2	3	4	5

c = 't'

n = 5

memchr

g	a	t	t	o	\0
0	1	2	3	4	5

Return =

t	t	o	\0
0	1	2	3