Actually, the existing terminology is not stable and e.g. "destructive copy semantics" can mean more than single thing.

Especially, definitions vary about what happens to source instance. Most "destructive copy" articles I have read simple reset it to some form of "empty" value.

Sometimes also the term "destructive copy" is used to actually describe "move" (as with NTL "Moveable").

Anyway, the important aspect of "pick" that makes it different from closest definition of "destructive copy" is the fact that it puts source to specific "picked" state (rather than simply emptying it). That in fact is very helpful to catch many associated bugs.

I have also decided that "transfer" is better term that "copy", because "copy" at least to me implies that the source is unchanged... (ok, perhaps stretching it too far

Mirek