

// Thread 1

```
117 uint stack_check(...){
...
145     if(dying) ←-----
146         return 0; //Bypass check.
...     ...; //Check overflow.
}
```

```
151 char *libsafe_strcpy(dst,src)
152 {
...
164     if(stack_check(dst)==0)
165         return strcpy(dst,src);
}
```

vulnerable site



// Thread 2

```
1636 libsafe_die(){
...
1640     dying = 1;
}
```