

// Thread 1

```
handle_sig_kill() {  
1:  dying = 1;  
2:  ...;  
}
```

// Thread 2

```
char *libsafe_strcpy(char *dest, char *src) {  
    ...;  
3:  if (!dying && libsafe_stackVariableP(dest)) // dying==1, security check is bypassed!  
4:    abort();  
5:  return strcpy(dest, src); // vulnerable instruction.  
}
```

