```
// Thread 1                                          // Thread 2
buf_log = malloc(4096);
memset(buf_log, '\0', 4096);
buf_log_writer(char *req, ⋯) {                       buf_log_writer(char *req, ⋯) {
 size_t buf_len = strlen(buf_log);                    size_t buf_len = strlen(buf_log);
 size_t len = strlen(req);                            size_t len = strlen(req);
 if (buf_len + len < 4096)                            if (buf_len + len < 4096)
   memcpy(buf_log + buf_len, req, len);                 memcpy(buf_log + buf_len, req, len); //buf_log overflows!
 else                                                 else
   ⋯;                                                   ⋯;
}                                                    }
```