```
// 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 may overflow!
  else                                          else
    ⋯;                                            ⋯;
}                                             }
```