```
// 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
    ···;                                                 ···;
}                                                    }
```