

// 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);
```

```
}
```