```
// Thread 1
                                               // Thread 2
buf log = malloc(4096):
memset(buf log, '\0', 4096);
buf log writer(char *reg. ...) {
                                               buf log writer(char *reg, ...) {
size t buf len = strlen(buf log);
                                                size t buf len = strlen(buf log);
size t len = strlen(reg);
                                                size t len = strlen(reg);
if (buf len + len < 4096)
                                                if (buf len + len < 4096)
                                                  memcpv(buf log + buf len, reg, len); //buf log overflows
 memcpy(buf log + buf len, reg, len);
else
                                                 else
  ••••
                                                  ...
```