

// Thread 1

```
handle_sig_kill() {  
    dying = 1;  
    ...;  
}
```

// Thread 2

```
char *libsafe_strcpy(char *dest, char *src) {  
    ...;  
    if (!dying && _libsafe_stackVariableP(dest)) // dying == 1, security check is bypassed!  
        abort();  
    return strcpy(dest, src);  
}
```

