```
// Compute vector sum C = A+B
// Each thread performs one pair-wise addition
__global__ void vecAdd(float* A, float* B, float* C)
{
    int i = threadIdx.x + blockDim.x * blockIdx.x;
    C[i] = A[i] + B[i];

}


int main()
{

    // Run N/256 blocks of 256 threads each
    vecAdd<<< N/256, 256>>>(d_A, d_B, d_C);
}
```