**uniform mesh** UniMesh {

**cells**: // fields stored at cell centers

**float** presure, temperature;

**vertex**: ***// fields stored at mesh vertices***

**float3** velocity;

};

...

***// Construct a two-dimensional instance of the mesh.***

UniMesh my\_mesh[512, 512];

...

***// Compute over all cells of the mesh.***

**forall cells** c of my\_mesh {

...

}

***// Render each cell of the mesh giving it a***

***// user-specified mapping to colors…***

**renderall cells** c of my\_mesh {

...

**color** = ...;

}