These computations are direct applications of Equation 3.1.

- For $L = 4$, $C = 16$, and $j = 0$, pointer *Aptr* is computed as $x_A + 4 \cdot (16i + 0) = x_A + 64i$.
- For $L = 4$, $C = 16$, $i = 0$, and $j = k$, pointer *Bptr* is computed as $x_B + 4 \cdot (16 \cdot 0 + k) = x_B + 4k$.
- For $L = 4$, $C = 16$, $i = N$, and $j = k$, pointer *Cptr* is computed as $x_C + 4 \cdot (16 \cdot 16 + k) = x_C + 1024 + 4k$.