

## DeviceMesh

```
unsigned int _numVert  
double* _vert //(on the GPU)  
unsigned int _numFacet  
unsigned int * _facet //(on the GPU)  
vector <unsigned int, unsigned int> *_vertToFacet  
Gradient _grad
```

```
DeviceMesh(const char *fileName)  
DeviceMesh(Mesh) // copies a mesh to the GPU  
  
Mesh copyToHost() // copies a mesh from the GPU  
  
updateFromGradient() //calls moveMesh kernal
```