

## Block (1, 1)

Thread (0, 0)	Thread (1, 0)	Thread (2, 0)	Thread (3, 0)
Thread (0, 1)	Thread (1, 1)	Thread (2, 1)	Thread (3, 1)
Thread (0, 2)	Thread (1, 2)	Thread (2, 2)	Thread (3, 2)