```
Interfaz de la aplicación
```

```
interface aplicacion {
    char* task1(in int N, out int* array);
    void task2(inout int* array);
};
```

Executor

```
void task1_wrapper(void* args) {
  task1_struct_t* struct_ = (task1_struct_t*) args;
  struct_->ret = task1(struct_->N, struct_->array);
}
```

OmpSs-2 spawn

task2 wrapper

```
void task2_wrapper(void* args) {
  task2_struct_t* struct_ = (task2_struct_t*) args;
  task2(struct_->array);
}
```

OmpSs-2 spawn