```
void accel_on_all_bodies()
{
   int i, j;
   float3 acc(0.0f, 0.0f, 0.0f);

   for (i = 0; i < N; i++) {
      for (j = 0; j < N; j++) {
        acc = body_body_interaction(acc, body[i], body[j]);
      }
      accel[i] = acc;
   }
}</pre>
```

FIGURE C.8.12 Serial code to compute all pair-wise forces on N bodies.

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