General Programing Steps

1. Query platforms 2. Query devices of the platform 3. Create context for the devices		cl::sycl::device_selector
4. Create command queue (for context and device)		cl::sycl::queue
5. Create program object (for context) 6. Build the program	X	Handled by compiler
7. Create memory objects (within context)		cl::sycl::buffer
8. Create kernel 9. Set kernel arguments		lambda expressions
10. Enqueue the kernel object for execution		queue.submit
11. Transfer Data from Device to Host		implicit via accessors
12. Event handling		buffer accessors or cl::sycl::event
13. Clean up	X	implicit via destructors