cpp

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Let's create a function.

```
[2]: // KOKKOS_FUNCTION
void expensive_func(int i)
{
    // this will not run on the GPU
    std::cout << "Running thread" << i << std::endl;
    std::this_thread::sleep_for(std::chrono::seconds(1));
}</pre>
```

```
Running thread 0
Running thread 1
Running thread 2
Running thread 3
Running thread 4
Running thread 5
Running thread 6
Running thread 7
```

Running thread 8

Running thread 9