

ECE 277, FALL 2020
GPU Programming
DEPARTMENT OF ELECTRICAL AND COMPUTER ENGINEERING
UNIVERSITY OF CALIFORNIA, SAN DIEGO

Quiz 1: Vector Addition

1. Download Quiz_1.zip from Canvas class website.
2. Create a Visual Studio (VS) solution file using CMake.
3. Only replace `/* FIXME */` with your code.
The predefined `'THREADS_PER_BLOCK'` should be used for the block dimension when you call the kernel function.
4. If your code work correctly, you should see the "PASS" message.
5. Add a print function to print your name, student ID and the site number at the placeholder.
6. Capture your console (use 'Print Screen' and 'Paint' program in Windows) and save it as a png file (filename: #sitenumbr.png).
7. Create one folder and copy **your png file and quiz.cu file**
8. Create a single zip file to your top directory and upload the file to Quiz 1 assignment.