

isExecuted<<<2,3>>>>(dev_a, blockid = 1, threadid = 1);

- isExecuted(dev_a, blockid = 1, threadid = 1, blockIdx.x = 0, threadIdx.x = 0, ...); → *dev_a is unchanged.
- isExecuted(dev_a, blockid = 1, threadid = 1, blockIdx.x = 0, threadIdx.x = 1, ...); → *dev_a is unchanged.
- isExecuted(dev_a, blockid = 1, threadid = 1, blockIdx.x = 0, threadIdx.x = 2, ...); → *dev_a is unchanged.
- isExecuted(dev_a, blockid = 1, threadid = 1, blockIdx.x = 1, threadIdx.x = 0, ...); → *dev_a is unchanged.
- isExecuted(dev_a, blockid = 1, threadid = 1, blockIdx.x = 1, threadIdx.x = 1, ...); → *dev_a is set to 1.
- isExecuted(dev_a, blockid = 1, threadid = 1, blockIdx.x = 1, threadIdx.x = 2, ...); → *dev_a is unchanged.