

```
#include <iostream>
```

```
__global__ void kernel ( void ) {  
}
```

```
int main ( void ) { ← Started on CPU
```

```
    kernel<<<1,1>>>(); ← Sent to GPU
```

```
    printf( "Hello, World!\n" ); ← Done  
                                on CPU
```

```
    return 0; ← Done on CPU
```

```
}
```