

```
kernel<<< 6, 1 >>>( );
```

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- **kernel(blockIdx.x = 0, threadIdx.x = 0);** **x = 0**
 - **kernel(blockIdx.x = 1, threadIdx.x = 0);** **x = 1**
 - **kernel(blockIdx.x = 2, threadIdx.x = 0);** **x = 2**
 - **kernel(blockIdx.x = 3, threadIdx.x = 0);** **x = 3**
 - **kernel(blockIdx.x = 4, threadIdx.x = 0);** **x = 4**
 - **kernel(blockIdx.x = 5, threadIdx.x = 0);** **x = 5**