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#include "../common/book.h"

# define N 10

int main( void ) {
    int a[N], b[N], c[N];
    int *dev_a, *dev_b, *dev_c;

    // allocate memory on the GPU
    HANDLE_ERROR( cudaMalloc( (void**)&dev_a, N * sizeof(int) ) );
    HANDLE_ERROR( cudaMalloc( (void**)&dev_b, N * sizeof(int) ) );
    HANDLE_ERROR( cudaMalloc( (void**)&dev_c, N * sizeof(int) ) );

    // fill the arrays 'a' and 'b' on the CPU
    for (int i=0; i<N; i++) {
        a[i] = -i;
        b[i] = i * i;
    }

    // copy the arrays 'a' and 'b' to the GPU
    HANDLE_ERROR( cudaMemcpy( dev_a, a, N * sizeof(int), cudaMemcpyHostToDevice ) );
    HANDLE_ERROR( cudaMemcpy( dev_b, b, N * sizeof(int), cudaMemcpyHostToDevice ) );

    add<<<N,1>>>>( dev_a, dev_b, dev_c);

    // copy array 'c' back from the GPU to the CPU
    HANDLE_ERROR( cudaMemcpy( c, dev_c, N * sizeof(int), cudaMemcpyDeviceToHost ) );

    // display the results
    for (int i=0; i<N; i++) { printf( "%d + %d = %d\n", a[i], b[i], c[i] ); }

    // free memory allocated on the GPU
    cudaFree( dev_a );
    cudaFree( dev_b );
    cudaFree( dev_c );
}

```