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```

1  #include <stdio.h>
2  #include <stdlib.h>
3
4
5  __global__ void VecAdd(float *color, unsigned int atoms)
6  {
7      int j = threadIdx.x + blockDim.x * blockIdx.x;
8
9      if(j < atoms) //if index is less than 104014
10     {
11         if(color[j] < 0.45) //if Array is less 45%
12         {
13             color[j] = .000001; //then the glass is all shattered
14         }
15     }
16 }
17
18

```