

```
__global__ void square(float *a, int N) {  
    int row = blockIdx.y * blockDim.y + threadIdx.y;  
    int col  = blockIdx.x * blockDim.x + threadIdx.x;  
    if (row < N && col < N) {  
        int idx = N*row + col;  
        a[idx] = a[idx] * a[idx];  
    }  
}
```