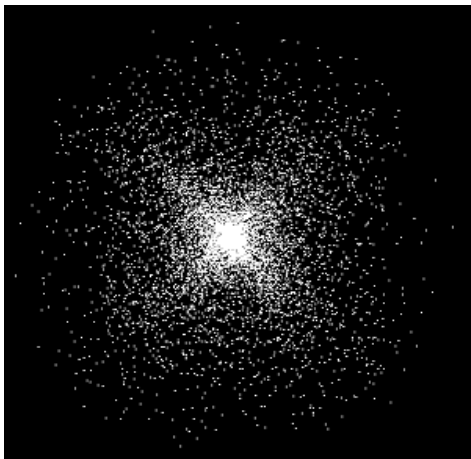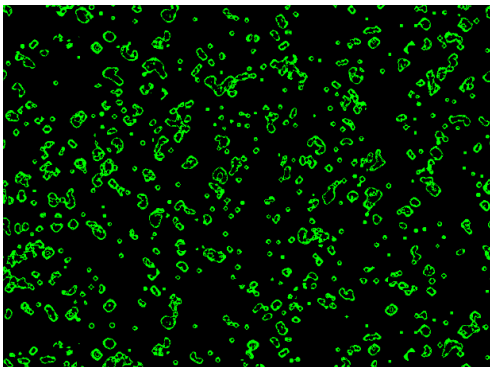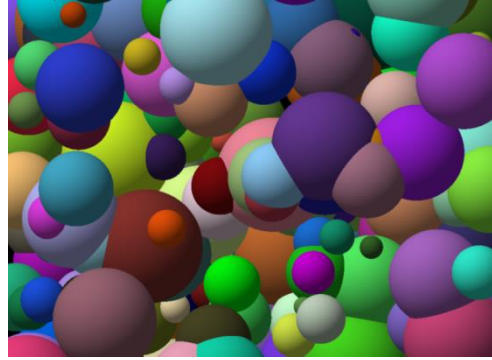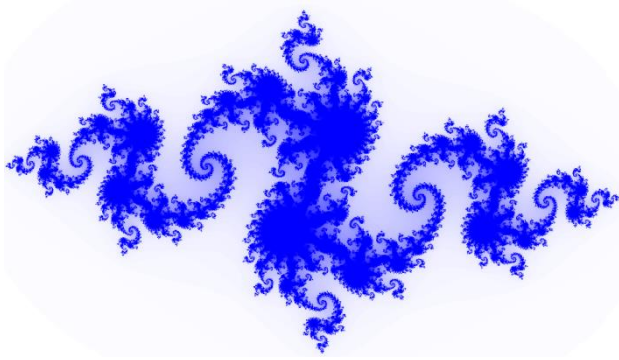# GPU Programming
TP6 – Interop

Boost the frame rates of your previous TP with CUDA-OpenGL interop.
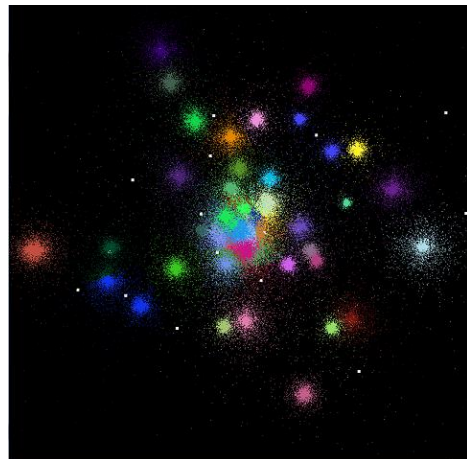
Exercices (1 point per question)

1) TP1 Julia
2) TP2 RayTracer
3) TP3 Bugs
4) TP4 Nbody
5) TP5 Kmeans