

```
1  // Step 1
2  constructSingleArray(vertexData[0],      dims, cellNum, COPYIN, A);
3  constructSingleArray(frontEdgeData[0],   dims, edgeNum, COPYINOUT, B);
4  addSingleArray      (frontEdgeData[0],   dims, edgeNum, COPYIN, C);
5  addSingleArray      (frontEdgeData[0],   dims, edgeNum, COPYIN, D);
6  // Step 2
7  constructSingleArray(vertexData[1],      dims, cellNum, UPDATE, A);
8  constructSingleArray(frontEdgeData[1],   dims, edgeNum, COPYINOUT, E);
9  addSingleArray      (frontEdgeData[1],   dims, edgeNum, COPYIN, F);
10 addSingleArray      (frontEdgeData[1],   dims, edgeNum, UPDATE, D);
```