1. **Grid Dimension Calculation**: Adjusted the grid dimension calculation to ensure that the blocks process all elements in the array. The formula (N + (2 \* blockDim.x) - 1) / (2 \* blockDim.x) computes the number of blocks needed to cover the entire array, considering the block size blockDim.x.

**Original Code**

A screen shot of a computer screen

Description automatically generated

**Updated Code**

A black background with green text

Description automatically generated

1. **Block Size**: The block size is set to 256 threads per block (dim3 blockDim(256)), which is adjusted based on hardware considerations and optimizations for the specific GPU architecture.