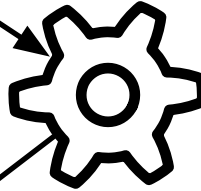**Step 1**

```
#include <SkelCL/SkelCL.h>

float dotProduct(
     const float* a,
     const float* b,
     int n) {
 using namespace skelcl;
 auto mult =
  zip( [](float x, float y)
       { return x*y; } );
  ...
}
```
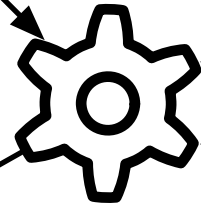
skelclc
Compiler

Step 2

```
#include <SkelCL/SkelCL.h>

float dotProduct(
     const float* a,
     const float* b,
     int n) {
 using namespace skelcl;
 auto mult =
   Zip<C<float>(C<float>,
               C<float>)>(
 "float func(float x,"
 "           float y)"
 " { return x*y; }"),
 "func");
  ...
}
```
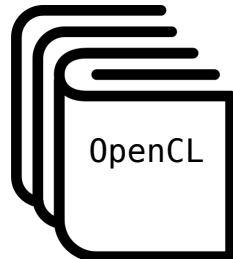
SkelCL
library

Traditional
C++
Compiler

OpenCL

```
0010001101101001011011100 11
0001101101100011101010110 01
0001100101001000000011110 00
1010011011010110110010101 10
1100010000110100110000101 11
1010100110110101101100101 01
1011000100001101001100001 01
1100110100000111110001001 00
0101110001101100011000010 11
0001001100101011011000111 10
1101101100011100110111010 00
0111010011100110110101101 10
0101011011000110001101101 10
0001101001100100011011110 1
1101000111000001110010011 01
1110110010001110101011000 11
```