```c
#include <stdlib.h>

typedef struct {
        int n3;
        double *arr3;
        double coeff3;
} mainstruct_lev3_t;

typedef struct {
        int n2;
        mainstruct_lev3_t *arr2;
        double coeff2;
} mainstruct_lev2_t;

typedef struct {
        int n;
        mainstruct_lev2_t *arr;
        double coeff;
} mainstruct_t;

#define N 10000

int main() {
        mainstruct_t *main_p;

        main_p = (mainstruct_t*) malloc(sizeof(mainstruct_t));
        main_p->arr = (mainstruct_lev2_t*) malloc(sizeof(mains
truct_lev2_t));
        main_p->arr->arr2 = (mainstruct_lev3_t*) malloc(sizeof
(mainstruct_lev3_t));

        main_p->arr->arr2->n3 = N;
        main_p->arr->arr2->arr3 = (double*) malloc(sizeof(doub
le) * main_p->arr->arr2->n3);

        #pragma acc parallel loop
        for(int i=0;i<main_p->arr->arr2->n3;i++) {
                main_p->arr->arr2->arr3[i] = i;
        }

        return main_p->arr->arr2->arr3[0] * main_p->arr->arr2-
>arr3[N-1] != 0;
}
```