# Report for Hello World Program

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Terminologies:

* Compute Unit: A task is executed on a single compute unit. Example – CPU and GPU.
* Device: A device is a collection of Compute Units.
* Kernel: A kernel is a function to be executed on an OpenCL compute unit.
* Host: The host interacts with the context using the OpenCL API.
* Platform: A host plus collection of devices managed by OpenCL framework that allows application to share resources and execute kernels on Compute Units.

Steps:

* Get the list of platforms.
* Get the list of GPU devices from the first platform.
* Read the file containing the kernel code.
* Create an instance of OpenCL Program from the kernel code.
* Declare an array that is used for reading the output from the kernel.
* Create a memory buffer that is passed to the kernel program.
* Send the program for execution on the Compute Unit and await the result.
* Read the result in the variable and print it out to the console.

