•You are given the code for vector addition program in CUDA

•Write a similar program for multiplying three vectors.

Some points to consider:

- Change the SIZE to different values and observe the results
    - If you make SIZE too big, make sure to change data types in the code appropriately
- Why do we need to do (int)ceil((float)SIZE / threads) and not just SIZE/threads ?
- Why do we need to do *if (thread_id < n)* in the kernel?
- Why do we need to do

    *thread_id = blockIdx.x * blockDim.x + threadIdx.x*
    and not *thread_id = threadIdx.x;*