

```
void vecAdd(float* A, float* B, float* C, int n)
{
    int size = n * sizeof(float);
    float *d_A, *d_B, *d_C;

    cudaMalloc((void **) &d_A, size);
    cudaMemcpy(d_A, A, size, cudaMemcpyHostToDevice);
    cudaMalloc((void **) &d_B, size);
    cudaMemcpy(d_B, B, size, cudaMemcpyHostToDevice);

    cudaMalloc((void **) &d_C, size);

    // Kernel invocation code - to be shown later
    ...

    cudaMemcpy(C, d_C, size, cudaMemcpyDeviceToHost);

    // Free device memory for A, B, C
    cudaFree(d_A); cudaFree(d_B); cudaFree(d_C);
}
```