

```
int vectAdd(float* A, float* B, float* C, int n)
{
//  d_A, d_B, d_C allocations and copies omitted
//  Run cell(n/256) blocks of 256 threads each
    vectAddKernel<<<cell(n/256.0), 256>>>(d_A, d_B, d_C, n);
}
```