

```
...
1. cl_int clerr = CL_SUCCESS;

2. cl_context clctx=clCreateContextFromType(0, CL_DEVICE_TYPE_ALL,
      NULL, NULL, &clerr);

3. size_t parmsz;

4. clerr= clGetContextInfo(clctx, CL_CONTEXT_DEVICES, 0, NULL, &parmsz);

5. cl_device_id* cdevs= (cl_device_id *) malloc(parmsz);

6. clerr= clGetContextInfo(clctx, CL_CONTEXT_DEVICES, parmsz, cdevs, NULL);

7. cl_command_queue clcmdq=clCreateCommandQueue(clctx, cdevs[0], 0, &clerr);
```