```
1  void vecAdd(float* A, float* B, float* C, int n)
2  {
3          accelerator acc;
4          accelerator_view view(acc.default_view);
5          array<float,1> AA(n,view), BA(n,view);
6          array<float,1> CA(n,view);
7          copy(A,AA);
8          copy(B,BA);
9          parallel_for_each(view, CA.extent,
10                 [&AA,&BA,&CA](index<1> i) restrict(amp)
11         {
12             CA[i] = AA[i] + BA[i];
13         });
14         copy(CA,C);
15 }
```