

```
__device__ int value;

__device__ void x() {

    value = 5;

    child<<< 1, 1 >>>(&value);

}
```

(a) Valid – "value" is global storage

```
__device__ void y() {

    int value = 5;

    child<<< 1, 1 >>>(&value);

}
```

(b) Invalid – "value" is local storage