

```

27.     cudaMemcpy(bLines_d, bLines_h, N_LINES*sizeof(BezierLine),
        cudaMemcpyHostToDevice);

28.     computeBezierLines<<<N_LINES, BLOCK_DIM>>>(bLines_d, N_LINES);
        //Call the kernel to tessellate the lines

        //Do something to draw the lines here

        cudaFree(bLines_d); //Free the array of lines in device memory

```