```
.extern csd main
.align 8
// Our interrupt vector table
csd_entry:
           b csd_reset
           b.
           b.
           b .
           b.
           b .
           b csd ira
.global main
csd_reset:
main:
             / sorting algorithm: selection sort (compare each value and select the
smallest)
           ldr r0, =Input_data // store Input_data memory address in r0 ldr r1, =Output_data // store Output_data memory address in r1 mov r2, \#-4 // r2 stands for start position
first_loop:
           add r2, r2, #4 // assign r2 the first start position mov r3, r2 // r3 stands for the position of the smallest value mov r4, r3 // r4 stands for compared position
second_loop:
          add r4, r4, #4 // r4 stands for the next position of r2 ldr r5, [r0, r3] // load the word which needs to be compared into r5 ldr r6, [r0, r4] // load the next word which needs to be compared into r6
           cmp r5, r6 // compare
           movgt r3, r4
           // if r5 is greater than r6 (which means r6 is smaller) move value of r4 to
r3
           // it means the smallest value has been changed
           cmp r4, #124 // check the remaining number of comparison in
second_loop
           bne second_loop // if times are remaining, go to second_loop label and
continue comparison
     // if second_loop ends then store the smallest value into Output_data
           ldr r7, [r0, r3] // load the smallest word into r7 str r7, [r1, r2] // store the word to Output_data
           // also move the value (which is not the smallest) to Input_data at empty
position
           ldr r7, [r0, r2] // load the not-smallest value into r7 _{\mbox{str}} r7, [r0, r3] // fill the empty place in Input_data (which was filled with
the smallest)
```

cmp r2, #120 // check the remaining number of comparison in first_loop