

第 1 题: 冒泡排序

BubbleSort.asm

```
STACK SEGMENT PARA STACK
STACK_AREA DW 100H DUP(?)
STACK_BOTTOM EQU $ - STACK_AREA
STACK ENDS
```

```
DATA SEGMENT PARA
TABLE_LEN DW 16
TABLE      DW 200, 300, 400, 10, 20, 0, 1, 8
           DW 41H, 40, 203H, 3585H, 60, 0FFFFH, 2, 3
RESULT     DB 5 DUP(?), 20H, '$'
NEW_LINE   DB 00H, 0AH, '$'
```

```
PRINT_STR MACRO
    MOV     AH, 09H
    INT     21H
ENDM
```

```
CODE SEGMENT PARA
    ASSUME CS:CODE, DS:DATA, SS:STACK
```

```
MAIN PROC FAR.
```

```
    MOV     AX, STACK
    MOV     SS, AX
    MOV     SP, STACK_BOTTOM
    MOV     AX, DATA
    MOV     DS, AX
```

```
    CALL    PRINT_TABLE
    CALL    BUBBLE_SORT
    CALL    PRINT_TABLE
```

```
EXIT: MOV     AX, 4C00H
      INT     21H
```

```
MAIN ENDP
```

(续)

; 打印TABLE
PRINT_TABLE PROC ~~END~~

PUSH AX
PUSH BX
PUSH CX
PUSH DX
PUSH SI
PUSH DI

MOV CX, TABLE_LEN
MOV SI, OFFSET TABLE

LP_OUT: PUSH CX
MOV CX, 5
MOV DI, OFFSET RESULT+4
MOV BX, 10

LP_IN_DIV:
XOR DX, DX
DIV BX
OR DL, 30H
MOV [DI], DL
DEC DI
LOOP LP_IN_DIV

MOV DX, OFFSET RESULT
PRINT_STR.

INC SI
INC SI
POP CX
LOOP LP_OUT

MOV DX, OFFSET RESULT
PRINT_STR.

POP DI
POP SI
POP DX
POP CX
POP BX
POP AX

RET

PRINT_TABLE ENDP

; 冒泡排序

BUBBLE_SORT PROC

PUSH AX
PUSH BX
PUSH CX
PUSH SI

MOV CX, TABLE_LEN
DEC CX

LP_BUBBLE_OUT:

MOV BX, 1
MOV SI, OFFSET TABLE
PUSH CX

LP_BUBBLE_IN:

MOV AX, [SI]
CMP AX, [SI+2]
JBE CONTINUE
XCHG AX, [SI+2]
MOV [SI], AX
MOV BX, 0

CONTINUE:

ADD SI, 2
LOOP LP_BUBBLE_IN

POP CX

DEC CX

CMP BX, 1

JZ GO_OUT

JMP SHORT LP_BUBBLE_OUT

GO_OUT:

NOP

POP SI

POP CX

POP BX

POP AX

RET

BUBBLE_SORT ENDP

第2题: 乘法1

```
GET mul1.asm
STACK1 SEGMENT PARA STACK.
    STACK-AREA DW 100H DUP(?)
    STACK-BOTTOM EQU $-STACK-AREA
STACK1 ENDS

DATA1 SEGMENT PARA
    NUMBER DW ?, ?, 0, 0
    RESULT DB 0DH, 0AH, 5 DUP(?), 20H, '$'
DATA1 ENDS

CODE1 SEGMENT PARA
    ASSUME CS:CODE1, DS:DATA1, SS:STACK1

MAIN PROC FAR
    MOV AX, STACK1
    MOV SS, AX
    MOV SP, STACK-BOTTOM
    MOV AX, DATA1
    MOV DS, AX

    MOV SI, OFFSET NUMBER
    MOV CX, 2
    CALL GETNUM
    MOV [SI], AX
    MOV BX, AX
    MOV CX, 3
    CALL GETNUM
    MOV [SI+2], AX

    MUL BX
    CALL PRINT.NUM

EXIT: MOV AX, 4C00H
      INT 21H
DATA1 ENDS
```

(续)

; GETNUM(CX) 获取一个数, 输入在寄存器 CX
结果在 AX

GETNUM PROC

PUSH SI

PUSH DX

PUSH ~~BX~~

MOV SI, 0

MOV BX, 10

INPUT-1:

MOV AH, 1

INT 21H

{ CMP AL, 0DH ; 回车

JE RETURN

{ CMP AL, 30H ; '0'

JB INPUT-1

{ CMP AL, 39H ; '9'

JA INPUT-1

AND AL, 0FH ; to real number

XOR AH, AH

• PUSH AX

MOV AX, SI

MUL BX

MOV SI, AX

• POP AX

ADD SI, AX

LOOP INPUT-1

RETURN:

MOV AX, SI

POP BX

POP DX

POP ~~SI~~ SI

RET

GETNUM ENDP

; PRINTNUM(AX) 打印 AX (以十进制形式)

PRINTNUM PROC

PUSH BX

PUSH CX

PUSH DX

PUSH DI

MOV CX, 5

MOV DI, OFFSET RESULT+4

MOV BX, 10

LPI: XOR DX, DX

DIV BX

OR DL, 30H

MOV [DI], DL

DEC DI

LOOP LPI

PRINT_RES:

MOV DX, OFFSET RESULT

MOV AH, 9

INT 21H

RETURN2:

POP DI

POP DX

POP CX

POP BX

RET

PRINTNUM ENDP

CODE1 ENDS

END MAIN