```
#creating array and saving it to memory (you can change the values
manually)
addi x1, x0, 5
sw x1, 4(x0)
addi x1, x0, 8
sw x1, 8(x0)
addi x1, x0, 3
sw x1, 12(x0)
addi x1, x0, 1
sw x1, 16(x0)
addi x1, x0, 4
sw x1,20(x0)
#save number corresponding to total number of instances to x4
addi x4, x0, 5
#save number to x6 which will be deleted from x4 to check if all cells are
sorted
addi x6, x0, 1
loop:
add x5, x0, x4
compare0:
#load [0] and [1] compare them
lw x1, 4(x0)
1w x2,8(x0)
blt x1,x2,compare1
#if [0] > [1] swap places and remove x6 from x4 so check knows to repeat
the loop
sw x2, 4(x0)
sw x1, 8(x0)
sub x5, x4, x6
compare1:
#compare [1] and [2]
1w \times 1, 8 (x0)
1w x2, 12(x0)
blt x1, x2, compare3
sw x2,8(x0)
sw x1, 12(x0)
sub x5, x4, x6
compare3:
#compare [2] and [3]
lw x1, 12(x0)
1w \times 2,16(x0)
blt x1,x2,compare4
sw x2, 12(x0)
sw x1, 16(x0)
sub x5, x4, x6
compare4:
#compare [1] and [2]
1w \times 1, 16(x0)
```

```
lw x2,20(x0)
blt x1,x2,check
sw x2,16(x0)
sw x1,20(x0)
sub x5, x4, x6
#both operations go the check method but first one skips the swapping
#if those elements are already sorted

check:
#if x4 and x5 are equal jump to exit = array is sorted, else: repeat the loop
beq x4,x5,exit
jal ra, loop
```

exit: