

## SIN ORDENAR

CPU Emulator (2.5) - D:\NAND2TETRIS\Ejercicios Arqu\Lab 05 Bubble Sort\BubbleSort5Numeros.asm

File View Run Help

Slow Fast Animate: Program flow View: Screen Format: Decimal

**ROM** Asm

0	00
1	D=M
2	016
3	M=D
4	01
5	D=M
6	017
7	M=D
8	016
9	D=M
10	018
11	M=D
12	017
13	D=M
14	018
15	M=M-D
16	D=M
17	021
18	D;JGT
19	031
20	D;JMP
21	017
22	D=M
23	00
24	M=D
25	016
26	D=M
27	01
28	M=D

PC 0

**RAM**

0	207
1	6
2	99
3	15
4	1
5	-1
6	0
7	0
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	0
17	0
18	0
19	0
20	0
21	0
22	0
23	0
24	0
25	0
26	0
27	0
28	0

A 0

D 0

ALU

D Input: 0

M/A Input: 0

ALU output: 0

## ORDENADO

File View Run Help

Slow Fast Animate: Program flow View: Screen Format: Decimal

**ROM** Asm

606	0610
607	D;JGT
608	0620
609	D;JMP
610	017
611	D=M
612	03
613	M=D
614	016
615	D=M
616	04
617	M=D
618	0620
619	0;JMP
620	0620
621	0;JMP
622	
623	
624	
625	
626	
627	
628	
629	
630	
631	
632	
633	
634	

PC 620

**RAM**

0	1
1	6
2	15
3	99
4	207
5	-1
6	0
7	0
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	99
17	207
18	-108
19	0
20	0
21	0
22	0
23	0
24	0
25	0
26	0
27	0
28	0

A 620

D -108

ALU

D Input: -108

M/A Input: 0

ALU output: 0