## CODE:

```
.model small
.data
 arr1 db 9,5,0,3,2,3,1,7,1,4
 OddArr db 10 dup(?)
 EvenArr db 10 dup(?)
 cnt 0 db 0
 cnt e db 0
.code
 mov ax,@data
                       ;Initialize data segment
 mov ds,ax
mov cx,10
                     ;Initialize word counter
mov si,offset arr1
                      ;Initialize memory counter
mov di.offset Oddarr
mov bx,offset EvenArr
up:mov al,[si]
ror al,1
                  ;rotate number by 1 bit towards left
inc dn
                  ;check number odd or even
rol al,1
                  ;if odd then restore the number
mov [di],al
                   ;write number to destination array
inc di
 inc cnt 0
 jmp dn1
dn:rol al,1
 mov [bx],al
 inc bx
 inc cnt e
dn1:inc si
  loop up
  mov ch,0
                    ;initialize pass counter
  mov cl,cnt 0
  mov ah, cnt 0
  dec ah
next: mov bl,ah
                       ;initialize comparizon counter
   mov si,offset OddArr; initialize memory counter
up1: mov al,[si]
   cmp al, [si+1]
                     ;compare number with next number
   jc dn2
                   ;if number>next number then go to dn
   xchg al,[si+1]
   xchg al,[si]
```

```
dn2: inc si
                    ;initialize memory counter by 1
   dec bl
                   ;decrement comparison counter by 1
   jnz up1
                   ;if comparison is not zero then go to dn
   loop next
   mov ch,0
   mov cl,cnt 0
                      ;Initialize pass counter
   dec ah
next1:mov bl,ah
   mov si,offset EvenArr
up2: mov al,[si]
   cmp al,[si+1]
   jc dn3
   xchg al,[si+1]
   xchg al,[si]
                    ;exchange number with next number
dn3: inc si
                    ;increment memory pointer by 1
   dec bl
                   ;decrement comparison counter by
   jnz up2
                   ;if comparison is not zero then go to dn
                     ;decrement pass counter by 1, if not zero then goto jnz
   loop next1
   mov ch,0
   mov cl,cnt e
   dec ah
   mov ch,0
   mov cl,cnt 0
                      ;Initialize pass counter
   dec ah
                     ;end segment
end
                     ;end of ALP
ends
```