



## Registers

A	20	S	0
BC	19 00	Z	1
DE	00 00	AC	0
HL	10 6A	P	1
PSW	00 00	C	0
PC	42 21		
SP	FF FF		
Int-Reg	00		

## Flag

Load me at

```

1 ;Name : Om Gharage
2 ;PRN : 2020BTEIT00041
3 ;Q) Program to arrange set of five numbers in descending order
4
5 ;<Program title>
6
7 jmp start
8
9 ;data
10
11
12 ;code
13 start: nop
14         LXI H,4200
15         MOV C,M
16         DCR C
17 REPEAT: MOV D,C
18         LXI H,4201
19 LOOP:   MOV A,M
20         INX H
21         CMP M
22         JNC SKIP
23         MOV B,M
24         MOV M,A
25         DCX H
26         MOV M,B
27         INX H
28 SKIP:   DCR D
29         JNZ LOOP
30         DCR C
31         JNZ REPEAT
32         HLT

```

## Decimal - Hex Conversion

Decimal	Hex
<input type="text" value="0"/>	<input type="text" value="0"/>
<input type="button" value="To Hex"/>	<input type="button" value="To Dec"/>

## I/O Ports

<input type="text" value="0"/>	-	<input type="text" value="00"/>
<input type="button" value="Update Port Value"/>		

## Memory

<input type="text" value="0"/>	-	<input type="text" value="00"/>
<input type="button" value="Update Memory"/>		

## Data Stack KeyPad Memory I/O Ports

Start 4200 

Address (Hex) Address Data

1068	4200	5
1069	4201	32
106A	4202	25
106B	4203	24
106C	4204	20
106D	4205	5
106E	4206	0
106F	4207	0
1070	4208	0
1071	4209	0
1072	4210	0
1073	4211	0
1074	4212	0
1075	4213	0
1076	4214	0

Line No Assembler Message

0 Program assembled successfully

## Algorithm:

- 1) Load size of list in C register
- 2) Decrement C as for n elements 'n-1' comparisons occur.
- 3) Load the starting element of the list in Accumulator
- 4) Compare Accumulator and next element.
- 5) IF accumulator is less than or equal to next element jump to step 8.
- 6) swap two elements.
- 7) Set D register to 1.
- 8) Decrement C
- 9) IF  $C > 0$  take next element in Accumulator and go to point 4
- 10) IF  $D = 0$ , this means <sup>in the</sup> ~~1st~~ iteration, no exchange takes place consequently we know that it won't take place in further iterations so the loop is exited and program is stopped.
- 11) Jump to step 1 for further iterations.