

bubble sort

.data

array: .space 20

message: .ascii "ingrese numero"

esp: .ascii ````

.text

main:

la \$t0, array

li \$t1, 0 #i

li \$t2, 5 #n

li \$t3, 0 #s

Llenar:

beq \$t3, \$t2, reset #si i=n salir

li \$v0, 4

la \$a0, message

syscall

li \$v0, 5

syscall

sw \$v0, 0(\$t0) #guardar en arr por teclado

addi \$t0, \$t0, 4

addi \$t1, \$t1, 1

reset:

la \$t0, array

li \$t1, 0

for_externo:

addi \$t₁, \$t₁, 1 # i++

bgt \$t₁, \$t₂, resetz # si i > n salir

la \$t₀, array

li \$t₃, 0 # j=0

sub \$t₄, \$t₂, \$t₁ # Lmax-n-i

for_interno

bege \$t₃, \$t₄, for_externo # i = lim

lw \$t₅, 0(\$t₀) # t₅ <- arr[i]

lw \$t₆, 4(\$t₀) # t₆ <- arr[i+1]

bgt \$t₆, \$t₅, NSwap # si T₆ > T₅ No camb

sw \$t₆, 0(\$t₀) # intercambio

sw \$t₅, 4(\$t₀)

NSwap

addi \$t₃, \$t₃, 1 # \$t₃+

addi \$t₀, \$t₀, 4 # sq elementos

S for_interno

Resetz;

la \$t₀, array

li \$t₁, 0

mostrear #imprimir en ordenado

beq \$t_1, \$t_2, exit

lw \$a0, 0(\$t_0)

li \$v0, 1

syscall

li \$v0, 4

la \$a0, esp

syscall

addi \$t_0, \$t_0, 4

addi \$t_1, \$t_1, 1

3 mostrear

exit

li \$v0, 10

syscall