

• 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 \$t1, \$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, reset2 # si i > n salir

la \$t0, array

li \$t3, 0 # s=0

sub \$t4, \$t2, \$t1 # Lim = n - i

for_interno

beqz \$t3, \$t4, for_externo # si s = Lim

lw \$t5, 0(\$t0) # t5 ← arr[s]

lw \$t6, 4(\$t0) # t6 ← arr[s+1]

bgt \$t6, \$t5, Nswap # si t6 > t5 No camb

sw \$t6, 0(\$t0) # intercambio

sw \$t5, 4(\$t0)

Nswap

addi \$t3, \$t3, 1 # s++

addi \$t0, \$t0, 4 # sg elemento

for_interno

Reset2:

la \$t0, array

li \$t1, 0

mostrar

#imprimir en ordenado

beq \$t1, \$t2, exit

lw \$a0, 0(\$t0)

li \$v0, 1

syscall

li \$v0, 4

la \$a0, esp

syscall

addi \$t0, \$t0, 4

addi \$t1, \$t1, 1

\$ mostrar

exit

li \$v0, 10

syscall