include irvine32.inc

;also write user input funtion i just write the default value due to

;again and again put the value

;now time we had no teached the binary Seacrch

.data

msg byte "unsorting Array....",0

msg1 byte "Sorted Array.......",0

msg2 byte "Enter the Number : ",0

Array byte 5,3,2,1,0

msg3 byte "Enter the Number for Searching ",0

msg4 byte "Yes This element in the Array ",0

.code

main proc

;fill the Array

;call filArrayRandomly

;call crlf

;call Display ;display the unsorted list

;call crlf

;call bubblesort

;call crlf

call Searching

call crlf

main endp

filArrayRandomly proc

mov edx,0

mov esi,0

mov edx,offset msg2

mov ecx,0

call writestring

call crlf

.while ecx<5

call Readint

mov Array[esi],al

inc ecx

inc esi

.EndW

filArrayRandomly endp

Display proc

mov edx,offset msg

call writestring

call crlf

mov esi,0

mov ecx,0

.while ecx<5

mov al,Array[esi]

call writedec

inc ecx

inc esi

.EndW

call crlf

Display endp

bubblesort PROC

mov ecx,0

mov edx,offset msg

mov ebx,0

mov ecx,5

mov esi,0

mov edi,0

mov eax,0

mov ebx,0

.while al<5 ;uppper loop

inc al

;mov ecx,5

innerloop :

mov bh, Array[esi] ;ah =9

mov bl,Array[esi+1] ;bl =8

.if bh<bl

mov esi,0

mov edi,0

mov eax,0

;if 5<4 then swap it

;call swap

;mov bh ,Array[esi] ;ah=9

;mov bl,Array[esi+1] ;bl=8

mov Array[esi],bl ;at zero index =8

mov Array[esi+1],bh ;at zero index= 9

;checking

mov al,bl

call writedec

call crlf

.endif

inc esi ;now esi =1

loop innerloop

.EndW

bubblesort ENDP

Searching proc

xor esi,esi

xor eax,eax

xor ebx,ebx

xor edx,edx

mov edx,offset msg3

call writestring

call crlf

call readint ;user input saved into al

mov edx,0

.while ecx<5

mov bh,Array[esi]

push eax

mov eax,0

.if bh==al ;if both are equal it mean that element in the Array

mov edx ,offset msg4

call writestring

call crlf

mov al,bh

call writedec

call crlf

.Endif

pop eax

inc esi

.Endw

searching endp

end main