

swap:

```
slli x6, x11, 2 # reg x6 = k * 4
add x6, x10, x6 # reg x6 = v + (k * 4)
lw x5, 0(x6)    # reg x5 (temp) = v[k]
lw x7, 4(x6)    # reg x7 = v[k + 1]
sw x7, 0(x6)    # v[k] = reg x7
sw x5, 4(x6)    # v[k+1] = reg x5 (temp)
jalr x0, 0(x1)  # return to calling routine
```