```
#include <iostream>
       using namespace std;
       int main(void) {
            int arr[10] = {9, 6, 3, 8, 5, 2, 7, 4, 1, 0};
            int n = 10;
            for(int i = 0; i < n; i++) {</pre>
                for(int j = 0; j < n-i-1; j++) {</pre>
10
                     if(arr[j] > arr[j+1]) {
                         swap(arr[j], arr[j+1]);
11
12
                     }
13
                }
14
            }
        }
15
```

Figure 1: Bubble Sort in C++

```
riscv1.asm* bubble_sort.asm
 1 .data
            .word 9, 6, 3, 2, 5, 8, 7, 4, 1, 0
 2 array:
   size:
             .word 10
 5
    main:
            la t0 array
            lw t1 size
 7
 8
    out:
            addi t2 x0 1
            addi t3 x0 0
10
11 inner: slli t4 t3 2
12
            add t4 t4 t0
13
            1w t5 0(t4)
            lw t6 4(t4)
15
16
17
            ble t5 t6 no_swap
18
19
            sw t6 0(t4)
20
            sw t5 4(t4)
            addi t2 x0 0
21
22
23 no swap:addi t3 t3 1
24
25
            bne t3 t1 inner
            beq t2 x0 out
26
27
28
            addi a0 x0 22
            add x0 x0 x0
29
30
Line: 33 Column: 2 🗹 Show Line Numbers
```

Figure 2: Bubble Sort in RISC-V

0 1 2 3 4 5 6 7 8 9

Figure 3: Expected Result

0	00	00	00	00
4	01	00	00	00
8	02	00	00	00
12	03	00	00	00
16	04	00	00	00
20	05	00	00	00
24	06	00	00	00
28	07	00	00	00
32	08	00	00	00
36	09	00	00	00

Figure 4: Actual Result

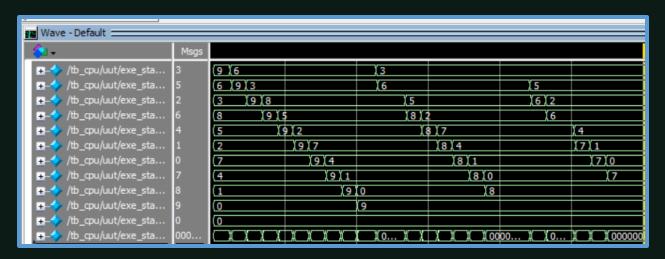


Figure 5: Data Memory [Ons, 3ns]

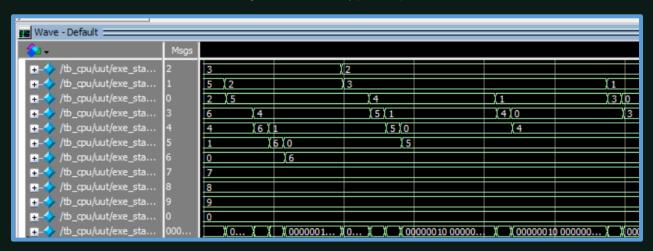


Figure 6: Data Memory [3ns, 6ns]

Wave - Default									
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	3	3							
≖ – ∜ /tb_cpu/uut/exe_sta	4	4							
	5	5							
	6	6							
	7	7							
	8	8							
- → /tb_cpu/uut/exe_sta	9	9							
- → /tb_cpu/uut/exe_sta	0	0							
II — 4 /tb_cpu/uut/exe_sta	000	00000010 0000	0 ∦ ∦00000	001 000000000	00000000 000	00000 00000000	00000000 00000		

Figure 7: Data Memory [6ns, 9ns]