



09/04/2024

# ***SORT***

Prepared For :  
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## Problem Description:

The provided assembly code implements the bubble sort algorithm to sort an array of integers in ascending order. The program prompts the user to enter the number of integers they want to sort, reads the integers, sorts them, and then prints the sorted array.

### SAMPLE INPUT:

```
ENTER THE NUMBER  
OF INPUTS: 5  
ENTER THE INPUT:  
45  
12  
67  
23  
1
```

### SAMPLE OUTPUT:

```
THE SORTED ARRAY IS:  
1 12 23 45 67
```

## Updates Made to the Example:

### 1. Initialization of Array:

- The assembly code initializes an array named "array" with a size of 1000. However, only the first 5 elements are considered for sorting, as indicated by the `size` variable initialized to 5.

### 2. Input Handling:

- The program prompts the user to input the number of integers they wish to sort. It then enters a loop to read each integer input from the user and stores them sequentially in the array.

### 3. Sorting Algorithm:

- The sorting algorithm employed is bubble sort, implemented within the sort procedure. This algorithm iterates through the array multiple times, comparing adjacent elements and swapping them if they are in the wrong order. This process continues until the array is fully sorted.

### 4. Printing Sorted Array:

- After sorting, the program prints the sorted array. It traverses the array and prints each element separated by spaces.

### 5. Exit:

- Finally, the program exits gracefully after completing the sorting and printing tasks.

### Functionality Testing:

- To ensure correctness, the program can be tested with various inputs, including edge cases such as an empty array, an array with a single element, or arrays with multiple elements. Additionally, large arrays can be tested to verify the scalability and efficiency of the sorting algorithm.

C:\Users\MF\Desktop\assignment (2)\sort\sort.asm - MARS 4.5

File Edit Run Settings Tools Help

Run speed at max (no interaction)

Text Segment

Offset	Address	Code	Basic	Source
4194304	0x24020004	addiu \$2,\$0,4	12: li \$v0,4	
4194308	0x3e011001	lui \$1,4097	13: la \$a0,input	
4194312	0x34240000	ori \$4,\$1,0		
4194316	0x0000000c	syscall	14: syscall	
4194320	0x24020005	addiu \$2,\$0,5	16: li \$v0,5	
4194324	0x0000000c	syscall	17: syscall	
4194328	0x00028021	addiu \$18,\$0,22	18: move \$a2,\$v0	
4194332	0x3e011001	lui \$1,4097	19: la \$t0,\$ize	
4194336	0x342800ff	ori \$8,\$1,4080		
4194340	0xad200000	sw \$2,0(\$t0)	20: sw \$v0,0(\$t0)	
4194344	0x3e011001	lui \$1,4097	23: la \$a0,array	
4194348	0x43000000	ori \$16,\$1,0		
4194352	0x20800000	addi \$8,\$16,0	24: la \$t0,(\$a0)	
4194356	0x20900000	addiu \$9,\$0,0	25: li \$t1,0	
4194360	0x3e011001	lui \$1,4097	26: lw \$t3,\$ize	
4194364	0x8c2b00ff	lw \$11,4080(\$t1)		
4194368	0x0139002a	slr \$1,\$8,\$11	28: how \$a1,\$a1,\$a1	

Labels

Label	Address
(global)	
main	4194304
sortasm	
while_input	4194368
exit	4194416
while_output	4194460
out	4194508
sort	4194516
for1st	4194552
for2nd	4194564
exit2	4194616
exit1	4194624
swap	4194652
input	268500992
input_loop	268501032

Registers

Name	Number	Value
\$zero	0	0
\$at	1	0
\$v0	2	10
\$v1	3	0
\$a0	4	268501070
\$a1	5	0
\$a2	6	0
\$a3	7	0
\$t0	8	5
\$t1	9	268501092
\$t2	10	5
\$t3	11	12
\$t4	12	1
\$t5	13	0
\$t6	14	0
\$t7	15	0
\$a0	16	268501072
\$a1	17	0
\$a2	18	5
\$a3	19	0
\$a4	20	0
\$a5	21	0
\$a6	22	0
\$a7	23	0
\$s0	24	0
\$s1	25	0
\$s2	26	0
\$s3	27	0
\$gp	28	268468224
\$sp	29	2147479548
\$fp	30	0
\$ra	31	4194428
\$pc		4194516
\$hi		0
\$lo		0

Data Segment

Address	Value (*0)	Value (*4)	Value (*8)	Value (*12)	Value (*16)	Value (*20)	Value (*24)	Value (*28)
268500992	1702129253	1752440946	1763730802	1953953550	544106784	543516788	1735287154	1009786981
268501024	808533049	667696	1702129253	1752440946	1852383353	544503152	643610	543516788
268501056	543516788	1953656691	544434464	2097162	1	12	23	45
268501088	67	0	0	0	0	0	0	0
268501120	0	0	0	0	0	0	0	0
268501152	0	0	0	0	0	0	0	0
268501184	0	0	0	0	0	0	0	0
268501216	0	0	0	0	0	0	0	0
268501248	0	0	0	0	0	0	0	0
268501280	0	0	0	0	0	0	0	0

Mars Messages Run IO

enter three input in the range 0-3K1000  
5  
enter the input :  
45  
enter the input :  
12  
enter the input :  
67  
enter the input :  
23  
enter the input :  
1  
the sort is  
1 12 23 45 67  
-- program is finished running --

Clear