## **EXPERIMENT 3.2**

Sorting of ten 8-bits numbers stored in internal data memory in decending order Code:

```
ORG 0000H
        ACALL READ
                       ;copy data loop
        MOV R1,#0AH
                       ; number of bytes to process
       MOV A, R1
AGAIN:
                       ; number of bytes
        MOV R2, A
                      ;ending address of data
        MOV RO, #3AH
                       ;1st valur to acc
BACK:
        MOV A, @RO
        DEC RO
                       ;prev byte
                       ;2nd value to B
        MOV B, @RO
        CLR C
                       ; carry from previous process
        SUBB A.B
                       ;compare 2 nos
        JC SKIP
                       ;skip swapping
                       ; put 2nd no in B
        MOV B, @RO
        INC RO
                       ;next byte
        MOV A, @RO
                       ; put 1st no in A
        MOV @RO.B
                       ;swap 2nd no
        DEC RO
                       ;prev byte
        MOV @RO, A
                       ;swap 1st no
        DJNZ R2, BACK ; repeat for next position
SKIP:
        DJNZ R1, AGAIN ; repeat for next number
        SJMP LAST
                        :end statement
READ:
       MOV RO, #30H ;1st byte of source
       MOV R1,#20H
                       ;1st byte of destination
                       ;number of bytes
        MOV R6,#0AH
COPY:
        MOV A, @RO
                       ;copying input ...
                       ; for reference
        MOV @R1,A
        INC R1
                       ;next byte
        INC RO
                       ;next byte
        DJNZ R6, COPY
                       ;repeat for n bytes
        RET
                        ; return to main program
                        ;close program
LAST:
        NOP
        END
```

## **Output:**

## **Internal memory:**

before running the code:

```
I:0x20: 00 00 00 00 00 00 00 00 00 00 I:0x30: 3A 12 FF AC 10 00 12 10 13 01 I:0x40: 00 00 00 00 00 00 00 00
```

after running the code:

```
I:0x20: 3A 12 FF AC 10 00 12
                             10
                                 13 01
        FF AC 3A
                 13
                    12
                              10
                           10
I:0x30:
                       12
                                 01
                                    00
        00 00 00 00 00 00
I:0x40:
                              00
                                 00
                                    00 (
```

## SFRs:

