EXPERIMENT 3.1

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

```
ORG 0000H
        ACALL READ ; copy data loop
        MOV R1,#0AH
                       ;number of bytes to process
AGAIN:
       MOV A,R1
        MOV R2, A
                       ;number of bytes
                      ;starting address of data
        MOV RO, #30H
                       ;1st valur to acc
BACK:
       MOV A, @RO
        INC RO
                        ;next byte
        MOV B, @RO ; 2nd value to B
        CLR C
                       ; carry from previous process
        SUBB A.B
                       ;compare 2 nos
        JC SKIP
                        ; skip swapping
                        ; put 2nd no in B
        MOV B, @RO
        DEC RO
                       ;previous byte
        MOV A, @RO
                      ; put 1st no in A
        MOV @RO,B
                        ;swap 2nd no
        INC RO
                       ;next byte
        MOV @RO, A
                       ;swap 1st no
       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
       MOV R0,#30H ;1st byte of source
READ:
        MOV R1, #20H
                       ;1st byte of destination
        MOV R6, #OAH ; number of bytes
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
LAST:
        NOP
                        ;close program
        END
```

Output:

Internal memory:

before running the code:

```
I:0x20: 00 00 00 00 00 00 00 00 00 00 00 I:0x30: 10 12 14 10 00 FF A0 06 02 13 I:0x40: 00 00 00 00 00 00 00 00
```

after running the code:

```
I:0x20: 10 12 14 10 00 FF A0 06 02 13 00 |
I:0x30: 00 00 02 06 10 10 12 13 14 A0 FF |
I:0x40: 00 00 00 00 00 00 00 00 00 00 |
```

SFRs:

