LUI $v0, 0x1001  
ADDIU $a0, $zero, 0x5  
SW $a0, 0($v0)  
ADDIU $a0, $zero, 0x3  
SW $a0, 4($v0)  
ADDIU $a0, $zero, 0x6  
SW $a0, 8($v0)  
ADDIU $a0, $zero, 0x8  
SW $a0, 0xC($v0)  
ADDIU $a0, $zero, 0x9  
SW $a0, 0x10($v0)  
ADDIU, $a0, $zero, 0x1  
SW $a0, 0x14($v0)  
ADDIU $a0, $zero, 0x4  
SW $a0, 0x18($v0)  
ADDIU $a0, $zero, 0x7  
SW $a0, 0x1C($v0)  
ADDIU, $a0, $zero, 0x2  
SW $a0, 0x20($v0)  
ADDIU $a0, $zero, 0xA  
SW $a0, 0x24($v0)  
  
LUI $t0, 0x1001  
LUI $t3, 0x1001  
ADDIU $a1, $zero, 0xA  
ADDIU $a2, $zero, 0  
SUB $s0, $a1, 0x1  
ADDIU $s1, $zero, 0  
ADDIU $t3, $t3, 0x4  
LW $t1, 0($t0)  
LW $t2, 0($t3)  
SUB $s2, $t1, $t2  
BLTZ $s2, 12

SW $t2, 0($t0)  
SW $t1, 0($t3)  
ADDIU $s1, $s1, 0x1  
BNE $s0, $s1, -32  
ADDIU $t0, $t0, 0x4  
ADDIU $a2, $a2, 0x1  
ADDIU $s1, $zero, 0  
ADD $t3, $zero, $t0  
SUB $s0, $s0, 0x1  
BNE $s0, $zero, -56  
ADDIU $v0, $zero, 0xA  
Syscall

LUI $v0, 0x1001  
ADDIU $a0, $zero, 0xA  
SW $a0, 0($v0)  
  
ADDIU $t0, $zero, 0  
ADDIU $t1, $zero, 0x1  
ADDIU $t2, $zero, 0  
ADDU $a1, $zero, $a0  
ADDIU $a2, $zero, 0  
ADDIU $t0, $t1, 0  
ADDIU $t1, $t2, 0  
ADDU $t2, $t0, $t1  
ADDIU $a2, $a2, 0x1  
BNE $a1, $a2, -16  
ADDIU $v0, $zero, 0xA  
syscall