

```

1  .text
2      la      $a0, x
3      li      $v0, 4
4      syscall
5      li      $v0, 5          # input integer
6      syscall
7
8      and     $t0, $v0, 1
9      bne     $t0, $zero, loadodd
10     j       loadeven
11 loadodd:
12     la      $a0, odd
13     li      $v0, 4
14     syscall
15     j       end
16 loadeven:
17     la      $a0, even
18     li      $v0, 4
19     syscall
20 end:
21     li      $v0, 10
22     syscall
23
24 .data
25     x: .ascii "x > "
26     even: .ascii "the number is even."
27     odd: .ascii "the number is odd."

```