```
.data
                .asciiz "Enter a integer: "
intIPrmpt:
intILabel:
               .asciiz "The integer is "
               .asciiz "Enter a string: "
strngIPrmpt:
strngILabel:
               .asciiz "The string is "
strngI:
                .space 51
                .text
                .globl main
main:
                #Print int prompt
                li $v0, 4
                la $a0, intIPrmpt
                syscall
                #Get input
                li $v0, 5
                syscall
                move $t0, $v0
                #Print a new line
                li $v0, 11
                li $a0, '\n'
                syscall
                #Print int message
                li $v0, 4
                la $a0, intILabel
                syscall
                #Print int input
                li $v0, 1
                move $a0, $t0
                syscall
                #Print a new line
                li $v0, 11
                li $a0, '\n'
                syscall
                #Print string prompt
```

#Ass2ANoahdelAngel.asm

#Get input li \$v0, 8

li \$v0, 4

syscall

la \$a0, strngIPrmpt

la \$a0, strngI
li \$a1, 50
syscall

#Print a new line
li \$v0, 11
li \$a0, '\n'
syscall

#Print string prompt
li \$v0, 4
la \$a0, strngILabel
syscall

#Print string input
li \$v0, 4
la \$a0, strngI
syscall