

#Ass2ANoahdelAngel.asm

```
.data
intlPrmpt: .ascii "Enter a integer: "
intlLabel: .ascii "The integer is "
strnglPrmpt: .ascii "Enter a string: "
strnglLabel: .ascii "The string is "
strngl: .space 51
charlPrmpt: .ascii "Please enter a character: "
charlLabel: .ascii "The character is: "
```

```
.text
.globl main
```

main:

```
#Print int prompt
li $v0, 4
la $a0, intlPrmpt
syscall
```

```
#Get input
li $v0, 5
syscall
move $t0, $v0
```

```
#Print int message
li $v0, 4
la $a0, intlLabel
syscall
```

```
#Print int input
li $v0, 1
move $a0, $t0
syscall
```

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

```
#Print string prompt
```

```
li $v0, 4
la $a0, strnglPrmpt
syscall
```

```
#Get input
li $v0, 8
la $a0, strngl
li $a1, 50
syscall
```

```
#Print string label
li $v0, 4
la $a0, strnglLabel
syscall
```

```
#Print string input
li $v0, 4
la $a0, strngl
syscall
```

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

```
#Print char prompt
li $v0, 4
la $a0, charlPrmpt
syscall
```

```
#Get input
li $v0, 12
syscall
move $t0, $v0
```

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

```
#Print char label
li $v0, 4
```

```
la $a0, charLabel  
syscall
```

```
#Print char input  
li $v0, 11  
move $a0, $t0  
syscall
```