.data

prompt: .asciiz "Enter an integer: "

even: .asciiz "The number is even."

odd: .asciiz "The number is odd."

.text

main:

li $v0, 4

la $a0, prompt

syscall

li $v0, 5

syscall

and $t0, $v0, 1

beq $t0, $zero, even

li $v0, 4

la $a0, odd

syscall

j exit

even:

li $v0, 4

la $a0, even

syscall

exit:

li $v0, 10

syscall