

CS 2810 Programming Project #2:

Program Description

You are to create a program called **pass.asm** / **pass.obj**. This program will read in a character from the keyboard and print out the character.

The main body of your program should do the following:

- Write out your class template
- Write out a message to input a character from the keyboard
- Get the character keyed in (echo)
- Write out a message that you have received the character
- Write out exit message
- Exit to system

Your screen should look like this when **W** is input:

CS 2810-###

Student Name

Project #

Please input a character: W

Thank you

Program execution terminated!

Assemble your program and experiment with the simulator to confirm that your program is working properly.

Procedure for submission:

1. Submit to Canvas
2. Attach both the **.asm** and **.obj** in a zip file using the **project number and your initials** as the zip file name. This would be an example for programming project 2: **P2_DCG.zip**.