

CS 2810 Programming Project #3:

Program Description

You are to create a program called **getit.asm/getit.obj**.

The main body of your program should do the following:

- Print your class template
- Ask the user to input a number 0 – 9 (echo to screen)
- Print an error message if an incorrect input
- Repeat until 5 (x35) is input
- Print out Done message
- HALT the program

Your screen should look like this when the program runs:

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Student Name

Project #3

Input a number 0-9: 3 You did not input the secret number

Input a number 0-9: 0 You did not input the secret number

Input a number 0-9: 5 Done!

Assemble your program and experiment with the simulator to confirm that your program is working properly. Check all the boundary cases to make sure all characters work 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 #3: **P3_DCG.zip**.