

Documentation for getchar.s subroutine

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Global subroutine name: getchar

Purpose: a subroutine to input a single character from the keyboard.

Parameters: None

Return values: al - the value in a comparable value for characters,
ecx - the same as al, but represented as a 32 bit version

Limitations: Only is able to read on character and can only ignore up to 100 characters past the input buffer. This is when you try to enter more than 1 character in a line. It only gets the first character you input and ignores all the others

Error checking: Returns - 1 if the value is not comparing correctly
2 if the value is returning more than one character
3 if the value is missing the
comparing for value not equal incorrectly

Dependencies: io.h (which is simply used to enumerate the system call values)