# 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)