

Column1	Column2	Column3	Column4	Column5
# Kody Gentry, CS2318.03 Assignment 2 Part 1 Program A				
# A program that takes 3 inputs from user and displays them bac				
			.data	
intPrompt:			.asciiz "Enter an integer: "	
intLabel:			.asciiz "The integer you entered is: "	
stringPrompt:			.asciiz "Enter a string of characters: "	
string:			.space 51	
stringLabel:			.asciiz "The string you entered is: "	
charPrompt:			.asciiz "Enter a single character: "	
char:				
charLabel:			.asciiz "The character you entered is: "	
			.text	
			.globl main	
main:				
		li \$v0, 4		# int prompt (print string)
		la \$a0, intPrompt		
		syscall		
		li \$v0, 5		# read int
		syscall		
		move \$t0, \$v0		# int label (print string)
		li \$v0, 4		
		la \$a0, intLabel		
		syscall		
		li \$v0, 1		# print int
		move \$a0, \$t0		
		syscall		
		li \$v0, 11		# print endl
		li \$a0, '\n'		
		syscall		
		li \$v0, 4		# string prompt (print string)
		la \$a0, stringPrompt		
		syscall		
		li \$v0, 8		# read string
		la \$a0, string		
		li \$a1, 51		
		syscall		
		move \$t0, \$v0		# string label (print string)
		li \$v0, 4		
		la \$a0, stringLabel		
		syscall		
		li \$v0, 4		# print string
		la \$a0, string		
		syscall		
		li \$v0, 4		# char prompt (print string)
		la \$a0, charPrompt		
		syscall		
		li \$v0,12		# read char
		syscall		
		move \$t0, \$v0		
		li \$v0, 11		# print endl
		li \$a0, '\n'		
		syscall		
		li \$v0, 4		# char label (print string)
		la \$a0, charLabel		
		syscall		

li \$v0, 11	# print char
move \$a0, \$t0	
syscall	
li \$v0, 10	# graceful exit
syscall	