instruction	Operation
put x	(x) is written to the screen.
get x	x ← value typed at the keyboard.
puts string	(string) is written to the screen.
	string must be NULL terminated as those variables
	declared with a .asciiz directive.
getc x	x ← the ascii character code of the value
	typed at the keyboard
putc y	the character corresponding to the ascii
	the character code in (y) is written to the screen.
nop	no operation.

## Operand Specification

x—must be a variable

y—may be variable or constant

z—may be variable or constant

string—a NULL terminated string, as those declared with the .asciiz directive

AMT—may be a variable or constant

()—parentheses imply "the contents of"

## DIRECTIVES

.data

What follows are declarations.

.text

What follows are instructions.

label: .word value:num\_elements

A two's complement integer initially containing value is located at label. value is an optional field; if omitted, then the variable is initialized to zero. If num\_elements is present, it specifies the number of words to be allocated, and initializes each one to value.