#Assign02P1A.asm .data #put something into the data segment in memory .asciiz "Section Number: " section: cs2318: .asciiz "Welcome to CS2318-" .asciiz "Favorite Food (up to 15 characters): " food: .asciiz "You love " youlove: userfood: .space 15 firstname: .asciiz "First character of firstname: " .asciiz "Howdy" howdy: .text .globl main main: #Prints the section number prompt li \$v0,4 la \$a0, section syscall #Takes user input li \$v0, 5 syscall #Prints the section number with input move \$t0, \$v0 li \$v0, 4 la \$a0, cs2318 syscall #Prints the user input integer after the string li \$v0, 1 move \$a0, \$t0 syscall #Newline li \$v0, 11 li \$a0, '\n' syscall #Prints the favorite food prompt li \$v0, 4 la \$a0, food syscall

> #Takes user input for favorite food li \$v0, 8 la \$a0, userfood li \$a1, 15 syscall

#Prints message li \$v0, 4 la \$a0, youlove syscall

#Prints user input food li \$v0, 4 la \$a0, userfood syscall

#Prints the firstname character prompt li \$v0, 4 la \$a0, firstname syscall

#Reads input character li \$v0, 12 #la \$a0, inputname syscall move \$t0, \$v0

#Newline li \$v0, 11 li \$a0, '\n' syscall

#Prints greeting li \$v0, 4 la \$a0, howdy syscall

#prints input character li \$v0, 11 move \$a0, \$t0 syscall

#System exit li \$v0, 10 syscall