Write an LC-3 *assembly* program, and execute it using the simulator, that first accepts a single numeric (ASCII) digit (i.e., one of 0 -- 9) from the keyboard that specifies the number of characters that will follow. This digit should not be echoed when it is input. Then your program should accept that number of characters from the keyboard, should convert all *lower case* alpha characters to *upper case*, and should then output the resulting string on the screen, followed by a message stating how many characters were output.

To turn in your program, you should use the checkin program.