80 columns, 25 rows

80*25= 2000 cells

Each 1 cell having 2 bytes space

2000*2= 4000 (total) bytes

14	23								

Display Memory

ES (0xB800)

Data segment

Data Segment (section of memory contains most data used by a program**): e.g. int a=5; global variables**

Code segment

Code Segment (Hold the code etc. program instruction and procedure): **e.g. cout<<a+b**
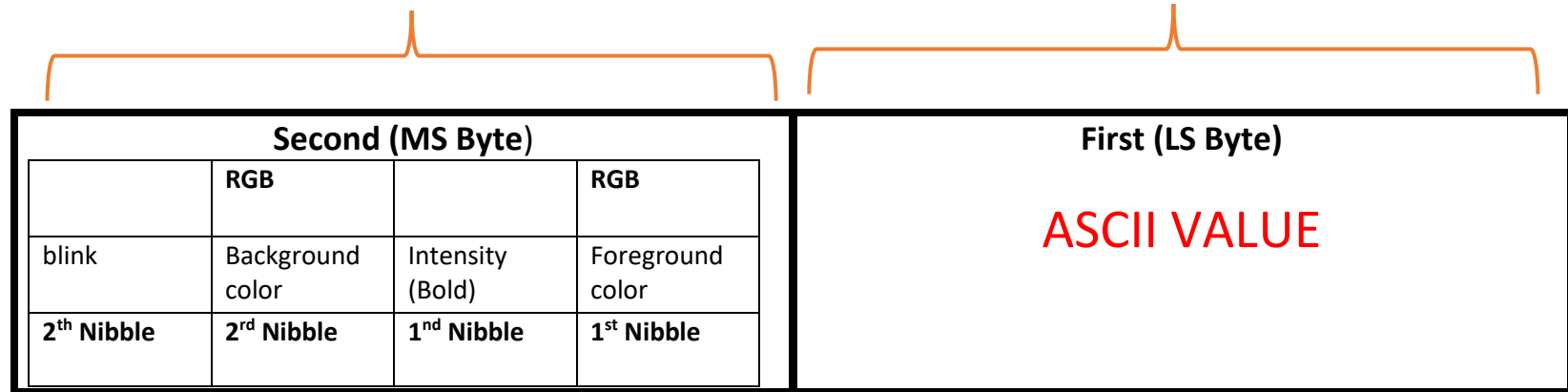
| Style Byte(color and styling of character) | Character Byte (going to display) |

One Memory Cell Structure (2 byte)

Second (MS Byte)				First (LS Byte)
	RGB		**RGB**	
blink	Background color	Intensity (Bold)	Foreground color	ASCII VALUE
2th Nibble	**2rd Nibble**	**1nd Nibble**	**1st Nibble**	

https://www.tweaking4all.com/software-development/ascii-html-table-characters/