

Address vs Data

- Typically, information abt program currently running will be in volatile memory (RAM, etc)
- To get any data, computer needs to find it, what addresses are for
- Memory address is location of something in memory
- In 32-bit x86 arch, 32-bit long value
- Usually a big hex value like 0x00FC567B

```
;variable name is actually a label, name for addy where data is  
mov eax, someString
```

```
; To actually get data:  
mov ebx, [someString]
```