

RAM

Let's say we want to store

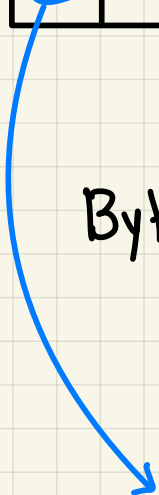
1	3	5
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RAM



Byte = 8 bits



Some number of 0's ... 1

1	3	5
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		RAM		
Value Address		1	3	5
		\$0	\$4	\$8

They are stored similar to how they
are used