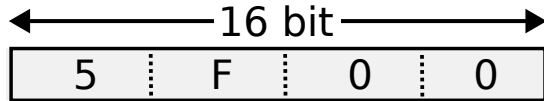


segment register

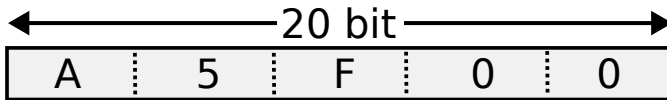
+



offset register

.....

=



absolute memory address