## Exemple ilustrand regulile implicite de prefixare ale unui offset cu segmentul aferent

```
Mov eax, [v];
                  mov eax, DWORD PTR DS:[405000]
Mov eax, [ebx];
                 mov eax, DWORD PTR DS:[ebx]
Mov eax, [ebp];
                 mov eax, DWORD PTR SS:[ebp]
Mov eax, [ebp*2];
                    mov eax, DWORD PTR SS:[ebp+ebp]
                    mov eax, DWORD PTR SS:[ebp+ebp*2]
Mov eax, [ebp*3];
Mov eax, [ebp*4];
                   mov eax, DWORD PTR DS:[ebp*4]
Mov eax, [ebx+esp]; eax \leftarrow dword care incepe la adresa [SS:esp+ebx]
Mov eax, [esp + ebx]; eax \leftarrow dword care incepe la adresa [SS:esp+ebx]
Mov eax, [ebx+esp*2]; syntax error – ESP nu poate fi index!
Mov eax, [ebx+ebp*2]; eax \leftarrow dword care incepe la adresa [DS:ebx + 2*ebp]
Mov eax, [ebx+ebp]; EAX \leftarrow ...DS:...
Mov eax, [ebp+ebx]; ......SS:......
Mov eax, [ebx*2+ebp]; ....SS:....
Mov eax, [ebx*1+ebp] ;... SS:....
Mov eax, [ebp*1+ebx]; ...DS:...
Mov eax, [ebx*1+ebp*1]; SS...; Primul gasit cu * e considerat index! EBP - baza
Mov eax, [ebp*1+ebx*1]; DS....; Primul gasit cu * e considerat index! EBX - baza
Mov eax, [ebp*1+ebx*2]; ...SS...
```