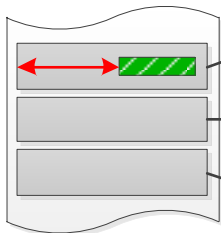


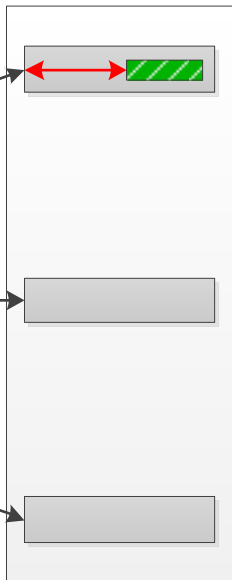
Loading into  
Memory



Binary File Disk  
Representation



Binary In-Memory  
Representation



Offset X



Bytes to  
patch

