**Memory**

* Memories are stored in cells, each cells having their own addresses in **bytes (8 bits)**.
* Memory addresses are written in hexadecimal numbers (easier for human to read).
* Total space of the memory for a program is **264 bytes** (limit for a program)

Diagram

Description automatically generated with medium confidence

* Instructions are not allowed to be changed, after compilation 🡪 Read-only
* **Sp** - stack pointer - point to the memory region on top of the stack (nothing there)
* Stack will grow downwards (shrink upwards) 🡪 value of sp will be smaller and smaller

Diagram

Description automatically generated with medium confidence