Addressing

Direct Addressing

The address in the instruction is the address to be used. It is very simple, although does not make best use of memory

Immediate Addressing

This is where the value to be used is stored in the instruction. The program parameters can't be changed.

Indirect Addressing

Where the real address is stored in the memory and so the value in the address part of the instruction is pointing to the data. This method can store bigger addresses.

Relative Addressing

This is like direct addressing, except it doesn't begin from the start of the memory. It starts from a fixed point.

Indexed Addressing

The address part of the instruction is added to a value held in a special register. This register is called the index register.