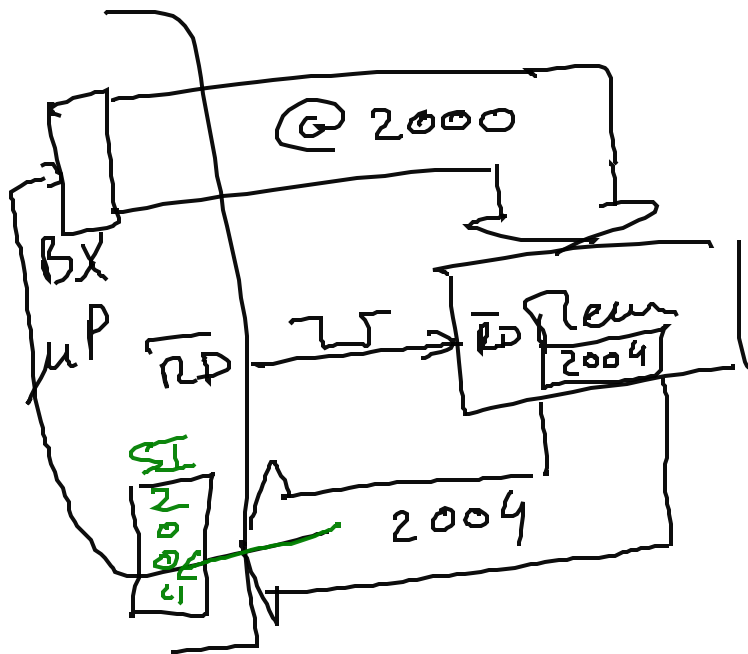


LEA = Load Effective Address

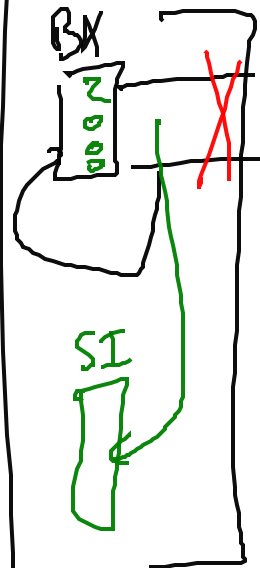
comparer à un MOV

MOV BX, [BX]
SI



LEA BX, [BX]
SI

résultat comparé
à MOV SI, BX



{ LEA SI, [BX+DI+2] @effective
←→
{ MOV SI, BX
ADD SI, DI
ADD SI, 2