بخش پنجم

- **FCFS**

Advantages	Disadvantages
Easy to implement (:	High average waiting time
Nothing ((:	Can cause system to freeze
	Non-preemptive!

- **SJF**

Advantages	Disadvantages
Preemptive (Also non-preemptive)	We don't know Burst-Times in real life!
Minimum average waiting time	Starvation!

- **Priority**

Advantages	Disadvantages
Preemptive (Also non-preemptive)	Starvation for low priority
	Need to implement Aging to avoid starvation
	How to determine priority?!

- **Round robin**

Advantages	Disadvantages
Preemptive	Context switch overhead
Fair-play	Waste of good waiting time!
Low average time	
No starvation	
Fast response time	