**Algoritmi de planificare a proceselor = Process Scheduling**

1. FCFS = first come first served (non-preemptive)

<https://www.guru99.com/fcfs-scheduling.html>

w.t. = starting time => avg. w.t. = media artimetica a w.t. <=> a starting time-urilor

1. FCFS = first come first served (preemptive)

w.t. = starting time – arrival time => avg. w.t. = media artimetica a w.t.

1. SJF = shortest job first (NON-PREEMPTIVE)

<https://www.geeksforgeeks.org/program-for-shortest-job-first-or-sjf-cpu-scheduling-set-1-non-preemptive/>

w.t. = starting time => avg. w.t. = media artimetica a w.t.

1. SRTF = Shortest remaining time first = SJF PREEMPTIVE

<https://www.geeksforgeeks.org/program-for-shortest-job-first-sjf-scheduling-set-2-preemptive/>

w.t. = suma de (starting time – arrival time) => avg.w.t. = media aritmetica a w.t.

1. Priority scheduling (non-preemptive)

<https://www.geeksforgeeks.org/program-for-priority-cpu-scheduling-set-1/>

w.t. = starting time => avg. w.t. = media artimetica a starting time-urilor

1. Priority scheduling cu arrival time diferite

<https://www.geeksforgeeks.org/priority-cpu-scheduling-with-different-arrival-time-set-2/>

1. Preemptive Priority scheduling

<https://www.geeksforgeeks.org/program-for-preemptive-priority-cpu-scheduling/>

1. Round Robin

<https://www.geeksforgeeks.org/program-round-robin-scheduling-set-1/>

w.t. = turnaround time – burst time => avg. w.t. = media aritmetica a w.t.