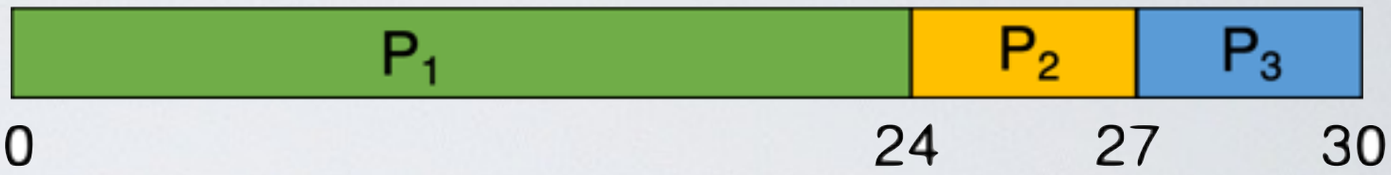
Two kinds of scheduling algorithm

- **Non-preemptive scheduling** (good for batch systems)
  once the CPU has been allocated to a thread, it keeps the CPU until it terminates

- **Preemptive scheduling** (good for interactive systems)
  CPU can be taken from a running thread and allocated to another

FCFS - First Come First Serve (non-preemptive)



➡ Run jobs in order that they arrive (no interrupt)

Throughput	3 / 30 = 0.1 jobs/sec
Turnaround	(24 + 27 + 30) / 3 = 27 sec in average
Waiting Time	(0 + 24 + 27) / 3 = 17 sec in average

- **Problem : convoy effect**
  all other threads wait for the one big thread to release the CPU