* Scheduling (CPU Scheduling).
=> picking a new thread to run.
first create a thread. launch it. and the
the thread gets executed.
Struct Thread mstance.
queue. : stores all thread instances. price one thread out of the queue & run rt.
scheduling content switching func {
user. read();
I/o done
Preemptive: timers. etrequency.
Preemptive: Eimers. etrequery.
Non-preemptive:
* FCFS (First Come, First Served)
Non-preemptive.

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