Felix

10.9

updated on 10.21

First Come First Serve (FCFS)

- non-preemptive algorithm, but support
  - non-preemptive
  - preemptive

FCFS ⟷ preemptive proirity (link on ppt.) ^^

special case: FCFS → preemptive proirity

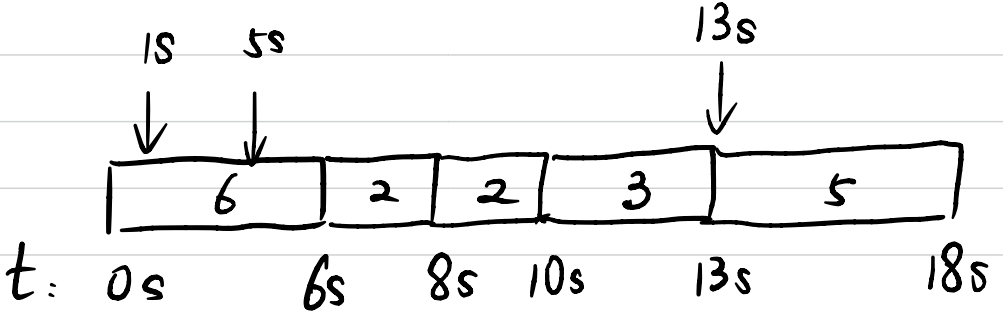
special case: preemptive proirity → FCFS

- not a priority-based scheduling algorithm

- simple but inefficient, good for long tasks, poor for short tasks
- Starvation ? No !

FCFS:

Task	Start Time	Burst Time
T_1	0	6
T_2	1	2
T_3	5	2
T_4	5	3
T_5	13	5

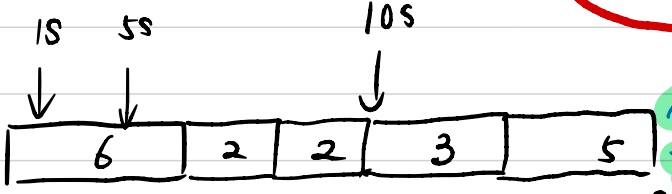


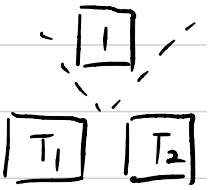
Ending Time

FCFS:

If adds context switching overhead

Task	Start Time	Burst Time
T_1	0	6
T_2	1	2
T_3	5	2
T_4	5	3
T_5	10	5

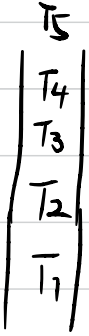




For simplicity, this case won't happen

The computer will be always busy until all tasks are done.

Ending time = start + Burst



① an array of structure

② Simpler way ?

✓ create an array with index → stack ?

✓ pointer to an array → heap ?

(ave) waiting time

(ave) turn around time