Priority scheduling is a non-preemptive algorithm and one of the most common scheduling algorithms in batch systems. Each process is assigned a priority. Process with the highest priority is to be executed first and so on.  
Processes with the same priority are executed on first come first served basis. Priority can be decided based on memory requirements, time requirements or any other resource requirement.

1. Preemptive Scheduling:  
 Preemptive scheduling is used when a process switches from running state to ready state or from waiting state to ready state. The resources (mainly CPU cycles) are allocated to the process for the limited amount of time and then is taken away, and the process is again placed back in the ready queue if that process still has CPU burst time remaining. That process stays in ready queue till it gets next chance to execute.

Algorithms based on preemptive scheduling are: [Round Robin (RR)](https://www.geeksforgeeks.org/program-round-robin-scheduling-set-1/), [Shortest Job First (SJF basically non preemptive)](https://www.geeksforgeeks.org/program-shortest-job-first-sjf-scheduling-set-1-non-preemptive/) and [Priority (non preemptive version)](https://www.geeksforgeeks.org/operating-system-priority-scheduling-different-arrival-time-set-2/), etc.

2. Non-Preemptive Scheduling:  
Non-preemptive Scheduling is used when a process terminates, or a process switches from running to waiting state. In this scheduling, once the resources (CPU cycles) is allocated to a process, the process holds the CPU till it gets terminated or it reaches a waiting state. In case of non-preemptive scheduling does not interrupt a process running CPU in middle of the execution. Instead, it waits till the process complete its CPU burst time and then it can allocate the CPU to another process