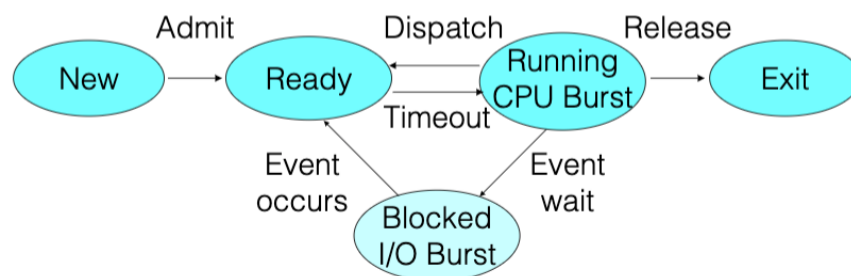


Vocabulary

1. Multiprogramming
2. Mechanism
3. Policies
4. CPU Bound
5. I/O Bound
6. Non-preemptive Scheduling
7. Preemptive Scheduling

1 Recall State Diagram

- Thread/Process is blocked during I/O burst and therefore **does not use CPU**



2 Scheduling Goals

- All systems receives fair share of CPU