**Analysis**

Disk scheduling algorithms are used to allocate the services to the I/O requests on the disk and improve its performance. Different qualities exists on these algorithms based on the given examples and computations. Several disadvantages also occur on these different algorithm and these are:

* The FCFS performs operations in order requested. No reordering of work queue since it processed disk requests according to its arrival. There is no starvation and all the requests are serviced but it doesn’t provide fastest service.
* The Shortest Seek Time First (SSTF) selects the disk I/O request that requires the least movement of the disk access arm from its current position regardless of direction. It also reduces the seek time compared to FCFS but in this algorithm, I/O requests at the edges of the disk surface may get starved.
* The SCAN algorithm go from the outside to the inside servicing requests and then back from the outside to the inside servicing requests. It also reduces variance compared to SSTF.
* The Circular SCAN (C-SCAN) moves from one end of the disk to the other, servicing requests. When other end is reached, it immediately returns to the beginning of the disk, without servicing any requests. This algorithm treats the cylinders as a circular list that wraps around from the last cylinder to the first one. It also provides a more uniform wait time than SCAN.
* In LOOK scheduling algorithm, the arm goes only as far as the final request in each direction. The direction reverses immediately, without going all the way to the end of the disk.
* The Circular LOOK (C-LOOK) algorithm is similar to C-SCAN. The disk head also goes as far as the last request in its direction then reverses its direction immediately without first going all the way to the end of the disk.