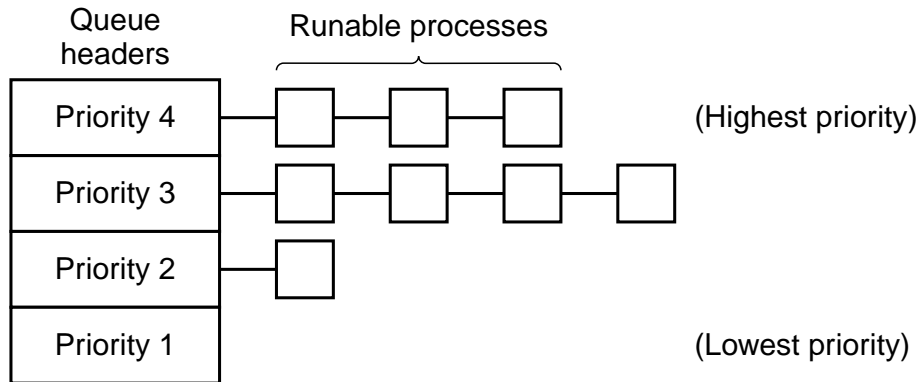


# Scheduling In Interactive Systems

## Priority Scheduling



- ▶ SJF is a priority scheduling;
- ▶ **Starvation** — low priority processes may never execute;
  - ▶ **Aging** — as time progresses increase the priority of the process;

\$ man nice