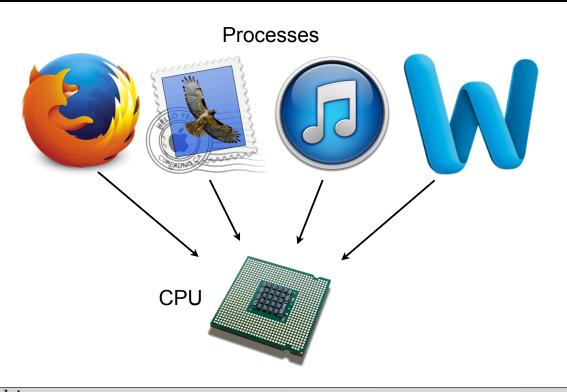# Recap: Processes

- Execution state of a process

- Lifecycle states

- OS representation

- Creation

- Communication

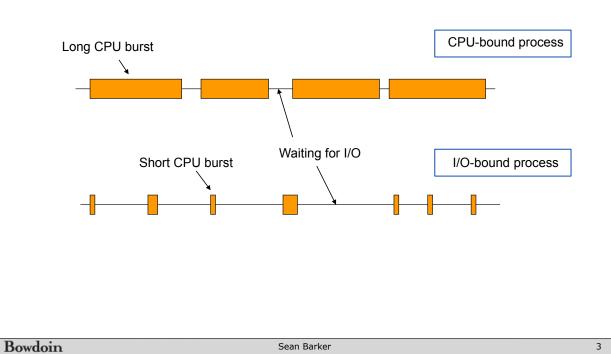# CPU Scheduling

Processes

CPU

CPU and I/O Bursts

Long CPU burst

CPU-bound process

Short CPU burst

Waiting for I/O

I/O-bound process

Multilevel Feedback Queues

	Priority	Time Slice
G F A	1	1
E	2	2
D B	3	4
C	4	8

Summary

- Scheduling metrics

- Preemptive and non-preemptive schedulers

- First Come First Serve (FCFS)

- Shortest Job First (SJF)
  - Shortest Remaining Time First (SRTF) variant

- Round-Robin (RR)

- Multilevel Feedback Queues (MLFQ)