

# SPOOLING

## ▶ WHAT IS SPOOLING?

- IT IS A METHOD USED TO PLACE INPUT AND OUTPUT ON A FAST ACCESS STORAGE DEVICE, SUCH AS A DISK, SO THAT SLOW PERIPHERAL DEVICES DO NOT HOLD UP THE PROCESSOR.
- IT ALLOWS FOR QUES WHEN SEVERAL JOBS WANT TO USE PERIPHERAL DEVICES AT THE SAME TIME
- IT STOPS DIFFERENT INPUT AND OUTPUTS BECOMING MIXED UP

## ▶ AN EXAMPLE OF SPOOLING

- IF TWO OR MORE JOBS ARE SENT TO A PRINTER AT THE SAME TIME, THE JOBS ARE SENT TO A SPOOL QUE WHERE THEY WAIT FOR THE PRINTER TO BE FREE.
- THE SPOOL QUE ONLY STORES REFERENCE TO WHERE THE JOBS ARE STORED ON A HARD DRIVE.

## ▶ BENIFITS OF SPOOLING

- KEEPS OUTPUT OF DIFFERENT QUES SEPERATE
- SAVES THE USER HAVING TO WAIT FOR THE PROCESSOR
- LETS THE PROCESSOR GET ON WITH SOMETHING ELSE WHILE THE JOBS ARE QUEUED