Mobile Computing System is a distributed system where one of the processes is known as Mobile Node. The Mobile Computing System have some limitations such as Low Bandwidth of wireless network, lack of stable storage, mobility handling, disconnection of mobile nodes (MNs) and limited battery life. In this paper we have analyzed various handoff schemes / algorithms. As we know movement based scheme takes a checkpoint only after a threshold, when mobility
handoffs has been exceeded. The main issue regarding wireless and mobile computing
technology is handoff, because of limited coverage of mobile support station (MSS). When a
mobile node (MN) moves from current MSS to another MSS, then it needs to perform a handoff.
This results in data loss and communication interruption. Many researchers worked to
minimize this problem but it still remains a matter of research. In this paper, we suggest that
AODV protocol is among the effective solution of the handoff failures in movement based
asynchronous mobile computing environment.

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