

## **EXPERIMENT 6 :**

### **AIM:**

To simulate a handoff scenario in a mobile network and visualize the process using Figma.

### **Procedure:**

1. Open Figma
2. Create a new file
3. Select the Frames
4. Fill in the content that is required for presentation
5. Design Visual Elements
6. Make it Interactive
7. Add Annotations and Explanations
8. Incorporate Multimedia
9. Storyboard Animation
10. Review and edit the Prototype
11. Save and Share

### **DESIGN:**



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## HANDOFF IN MOBILE NETWORK

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## HANDOFF

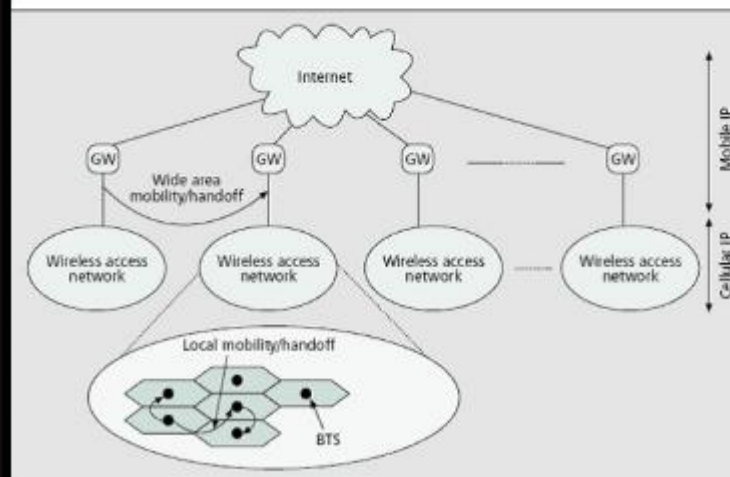
Handoff is the process of transferring an ongoing call or data session from one cell or network node to another without disconnecting the session. It ensures seamless communication when a user moves geographically, such as during a phone call while traveling between different cell towers in a mobile network

## EXECUTION

Execution refers to the process by which a computer system carries out instructions of a program. The CPU fetches, decodes, and executes each instruction in a sequence, allowing software applications to run and perform tasks as intended.

## WHAT DO WE NEED HANDOFF

where an ongoing call or data session is transferred from one cell tower to another as the user moves out of the current coverage area. It ensures continuous connectivity without any interruption or call drop. This process is crucial when a mobile device moves during an active session, such as while driving. Handoffs can be of different types like hard handoff and soft handoff. The system decides when to trigger a handoff based on signal strength and quality. It plays a key role in providing seamless mobile communication.



Thank You



Result :

Hence the simulated a handoff scenario in a mobile network and visualized the process using Figma.