

Source Code Analysis - 5G MEC/Slice System

I. How to Clone Source Code

Step 1:

```
git clone https://gerrit.akraino.org/r/5g-mec-cloud-gaming
```

Step 2:

```
cd 5g-mec-cloud-gaming
```

Step 3:

```
git submodule update --init
```

II. Tree Structure of Source Code

```

| 5GCEmulator
  go.mod
  go.sum
  ngc
| INFO.yaml
| edgecontroller
  CHANGELOG.md
  LICENSE
  Makefile
  README.md
  SECURITY.md
  cmd
  cnca
  docker
  docker-compose.yml
  edgednscli
  fpga
  go.mod
  go.sum
  gorilla
  grpc
  http
  internal
  jose
  k8s
  kubevirt
  mock
  mysql
  network-edge
  nfd-master
  pb
  pki
  sriov
  swagger
  telemetry
  test
  ui
  uuid
| edgenode
  CHANGELOG.md
  LICENSE
  Makefile
  README.md
  build
  cmd
  configs
  docker-compose.yml
  fpga
  go.mod
  go.sum
  internal
  pkg
  tools
  ug-images
| verify.sh

```

III. Source Code Structure Description

The source code of 5G MEC/Slice System mainly consists of 3 modules: **5GCEmulator**, **edgecontroller**, and **edgenode**.

/5GCEmulator

This folder contains the files that implements part of the functions of the 5GC. For the time being, the functions that are implemented include traffic offloading, which is provided by NEF (network exposure function).

/edgecontroller

This folder contains the files to provide the functionality to configure one or more edge nodes and the application services that run on those nodes.

/edgenode

This folder contains the files that are needed for edge application deployments. It also consists of APIs that are used for the discovery of application services.