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 implemeneted 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.