

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.