Computing resource management System based on VR game platform – Monitor Server Load

Name:
Monitor Server Load

Description:
This use case includes check load of edge servers

Actors:
Operator

Triggers:
The use case is triggered by when an available edge server is required.

Precondtions:
None

Postconditions:
After the use case is complete, the load of a server will be return.

Courses of events:
Basic course of events:
1. Send request to edge server for server load.
2. Edge server return current load to sender

Extension Points:
None

Inclusions:
None