

Client $\leftarrow \rightarrow$ UPF

UPF $\leftarrow \rightarrow$ Cloud

UPF $\leftarrow \rightarrow$ MECH

There are 4 machines (real or virtual).

Client: the data source (for example, cctv camera)

UPF: A network component (in case of 5G, UPF is User Plane Function)

Cloud: The system that the Client would "normally" be connected to

MECH: The Edge Host machine

You have to:

- a) Setup the above-mentioned connections
- b) The Client is always sending data to the Cloud machine IP address (start a continuous ping, for example)
- c) The UPF machine "redirects" the messages to the MECH when a "switch" is ON (this can be a variable in your program on the UPF)
- d) When the switch is turned OFF, the packets appear on the Cloud machine