

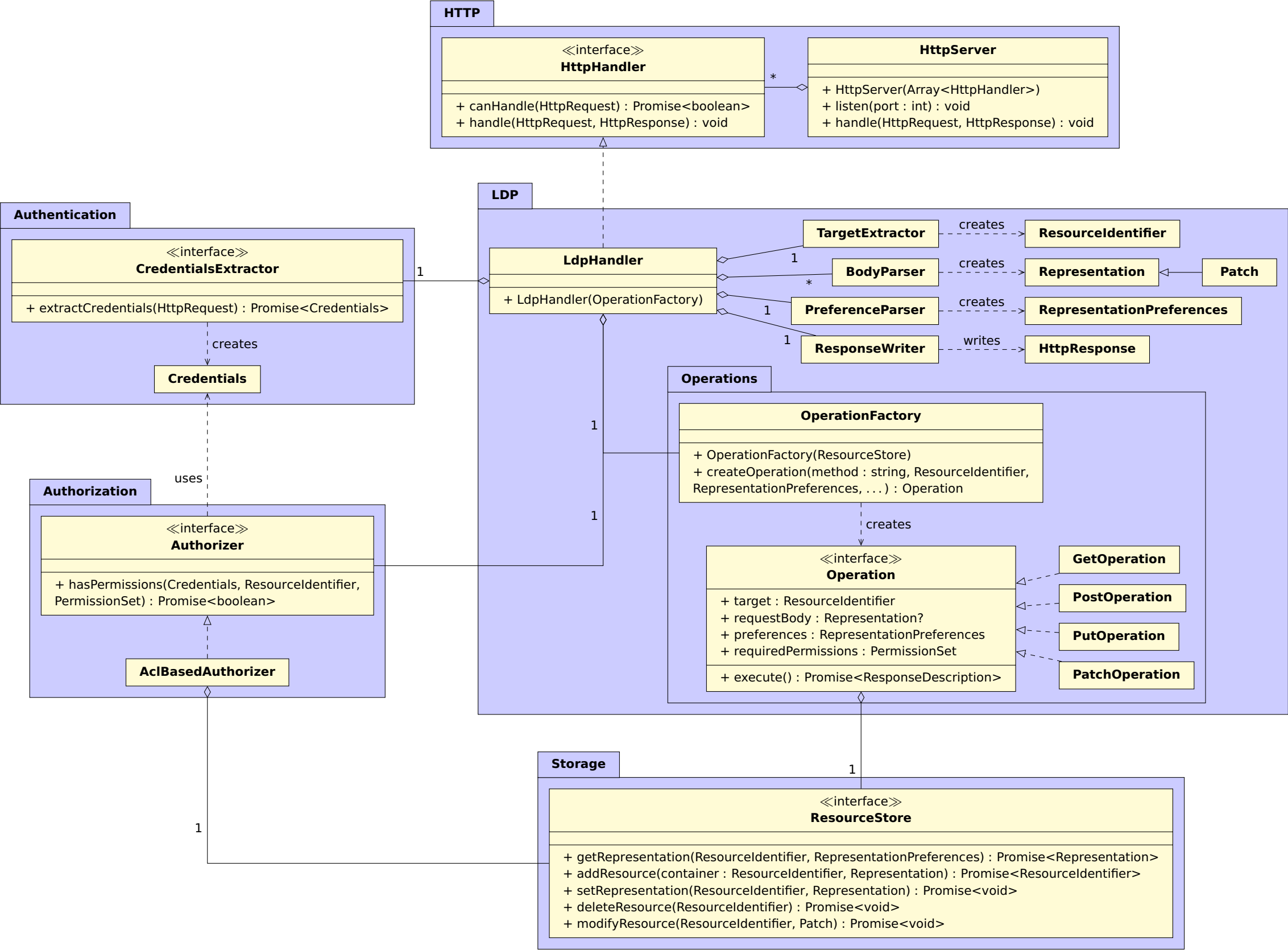
Solid server – Proposed architecture v1.1.0 (*status: draft*)

Ruben Verborgh – July 1, 2019

Purpose

This document conveys a personal view on important architectural considerations for a Solid server.
It is intended as a tool for discussion, to raise questions, and to highlight concerns.
It does not have any official standing whatsoever.

Overview of LDP and Access Control



Example classes and interfaces deriving from ResourceStore

