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Chapter 2

Information Resources

It is a fundamental human need to desire things.[1] At an early age, children learn to yell, scream, cry and babble to draw the attention of those who can satisfy their desires. Eventually, based on feedback, they learn how to refer to the objects of their desire: "book", "ball", "cookie". When ambiguity arises, they learn to clarify by pointing in the direction to signify which book, ball or cookie they want.

It is to the immense credit of Tim Berners-Lee and those who helped him to design and build The Web, that this fundamental communication pattern was maintained. When you want something, you learn its name and you ask for it. The whole notion of disambiguation and resolvability are wrapped up in the design of *Uniform Resource Locators* [Berners-Lee et al., 1994].

2.1 Documents

2.2 Data

2.3 Services

2.4 Concepts

2.5 Identifiers

2.6 REST

Architectural style Stepping stone Hypermedia Content Negotiation Sub-Application Level Consistency

[1] Buddhists explain this desire as the source of all suffering. Alas, their noble solution to avoid desire to avoid suffering will not solve our problems in the Information Technology space.

2.7 Scalability

2.8 Security

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