4) Explain the difference between interfaces and implementation.

Answer:

Interface is what an object can do (like a motor or transmission in a car), but doesn't actually do it.

Implementation carries out the operation declared in the interface (like the steering wheel and gas pedals)

5) Using both visual and written descriptions, think through the interface-implementation of a large scale storage system. In many systems today, we have the ability to store information from a single application to a variety of storage devices - local storage (hard drive, usb), the cloud and/or some new medium in the future. How would you design an interface structure such that all of the possible implementations could store data effectively.

Answer: It is possible to create a class for the storage devices for implementation. We then can make an interface that allows the user to select a storage device and files that have the information. After the device has been selected, we can use functionality in the interface to do certain actions.