1. Design to Interfaces is a core concept in good design & is fundamental to an N-tier architecture and core to Spring. Explain what it is & why it is so valuable. Be specific. Give examples.

Answer: When we design it is always good to design to interface than implementation. If we do this way our design is flexible and highly decuple .

HashMap<Songs> map = new HashMap<Songs>();

Instead, we should define the types using interfaces, like so:

Map<Songs> songs = new HashMap<Songs>();

1. Discuss Design to Interfaces in light of SCI. Describe how Design to Interfaces exhibits properties or dynamics that are parallel to properties/dynamics of consciousness or creative intelligence.

In SCI through the practice of TM the person develop the value of comprehension, spontaneously benefit from the action. He/she will not be highly bounded by something else rather he/she will be couple by his/her internal developed force, which is the source of everything, oneness and the ultimate thing!