

Evolution and Computer Science

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Abstract— This theory explains evolution in terms of computer science. Object Orientation Programming is the concept behind this theory. This theory also explains some unexplained philosophical concepts like soul, reincarnation, astrology, god, moksha etc. on basis of computer science. Human body is a divine computer. Explaining human instance with the help of computer science can explain many unexplained things related to life.

Index Terms— Astrology, Encapsulation, Evolution, Inheritance, Moksha, Nature, Polymorphism, Soul



1. INTRODUCTION

- There is great confusion in the society for the concepts like soul, reincarnation, astrology, moksha, God etc.
- Traditional physics also does not talk much about things like realize and evolve.
- It is said that presence of God or Soul cannot be proven.
- Many scientists and philosophers are trying to seek the answers for centuries.

Introduction

This world is an enigma and the innumerable things within it and beyond it! The more we try to solve it the more it keeps on entangling. Such are the concepts of life and death and the things encompassing them i.e. soul, incarnation, reincarnation, salvation, the role of sun, moon, stars and the planets, and above them all, GOD. Who is he? Where is he? How is he? There are many such questions still unanswered. Today science has helped us reach Mars and the Moon; predict rains, storms, and other natural calamities. There is almost everything in this universe which has a scientific reason behind its existence and for which there is no efficient explanation that thing is considered a myth. But this is not an easy route to escape other realities of life which involves issues like realization and evolution. Since there is not enough proof for the existence of God, God's existence is purely based on individuals' beliefs and spirituality. Similarly existence of soul too is under many apprehensions and manipulations. From where does it come? Where does it go? What are its physical attributes? & so on.... One of the similarities between soul and God, both are invincible and invisible. A continuous research is in process for centuries to trace the footprints of the mystery called, The Soul. In the following chapters we throw light upon the presence of soul

using some concepts of OOP - Object Orientation Programming

A. CHAPTER 1

2. SOUL

Present concept of soul-

Soul according to this book is an object. It possesses the characteristics. It is an entity.

According to this theory, human body is a divine computer and soul is a concept or a class or a blueprint for creation of the human body. Many philosophers have explained the soul as per their methods. This chapter tries to explain the soul on basis of the computer science.

A soul, in certain spiritual and philosophical traditions, is the essence of a person or living thing or object. Many philosophical and spiritual systems teach that humans have souls; some attribute souls to all living things and even to inanimate objects (such as rivers); this belief is commonly called as animism. Soul sometimes functions as a synonym for spirit or self. The present concept in psychology and medicine is that we are defined by our personality and that changing the personality will bring the solace. Solace is nothing but the fulfillment of our thoughts. Solace has a relation with the soul. Soul is nothing but the origin of the thought. Whatever exists is the manifestation of a thought. The growth and evolution is nothing but a simple thought. In order to do work necessary for soul evolution or growth, we must understand the soul. In other words we must be soul conscious. We must understand how soul and solace are related to each other and how the relation between them is

related to the evolution. This is what the purpose of this chapter is.

3. OBJECT ORIENTATION PROGRAMMING

- Answers to all these questions can be found using Object Orientation Programming or OOP concept of computer science.
- Facts like Soul or Moksha can be proven using OOP.
- Java, C++ are some of the examples of object oriented softwares

Object Orientation Programming

Object oriented programming is a new approach towards understanding the significance of soul. Here we correlate the functioning of computer program with that of a soul. In the succeeding pages you will be enlightened about the much hyped facts like Soul and Salvation. Firstly, what's Object Oriented Programming (OOP) with reference to computer software programming? OOP is a programming pattern which uses 'objects' i.e. Data and methods together along with their interactions, to draft applications and computer programs. OOP incorporates features like data abstraction, encapsulation, messaging, modularity, polymorphism, and inheritance You may be familiar with computer languages such as Java, C++; these are some of the examples of object oriented software. In simple words, the concept of object oriented problem solving method in computer programming is very much similar to how living beings tackle any problem in day-to-day life. In both instances, first the object is identified and then how to use the object in an appropriate manner to solve the problem. Simply put, OOP consists of designing such an object that has the capability to overcome a specific glitch.

The dictionary meaning of the term 'orientation' means 'to draw interest into'. It is described in pages ahead that the interest of the soul object is to reach the salvation or moksha.

An object-oriented program may thus be viewed as a collection of interacting *objects*, as opposed to the conventional model, in which a program is seen as a list of tasks to perform. In OOP, each object is capable of receiving messages, processing data, and sending messages to other objects. Each object can be viewed as an independent "machine" with a distinct role or responsibility.

4. CONCEPTS

- Two simple concepts need to be understood to understand the theory.
- First concept is OBJECT.
- Second Concept is INSTANTIATION.
- These concepts can prove presence of Soul

Concepts

Concepts object and instantiation are explained further in this book. In short, object is an entity having methods and properties and instantiation means manifestation or creation of an object. Every program is designed on some theories and concepts. Based on these theories and concepts a program's feasibility is justified and its viability is proven. Corresponding to the theory of OOP, there are two concepts; firstly, Object and secondly Instantiation. When we discuss in detail these concepts, we can satisfyingly prove the facts like presence of soul and beyond. The terms object and instantiation are connected to each other. They are connected by the term 'class'. Class is the blueprint for creation of an object. Class in other words can be understood as the 'definition', 'theory' or simply as the 'concept'. All objects which have existence are nothing but the manifestation of thoughts. Thoughts might be natural or human. Nature is realizing and evolved and hence possesses the thoughts. All natural entities or processes are manifestation of the thoughts of the nature.

Instantiation is nothing but the manifestation of an object from some definition. This is described in detail later in this book. Evolution is nothing but a tuning program. Nature is a programmer. The programmer is using object orientation programming as a technique to program the evolution. This is explained in this book.

The basic concept is that soul is an object. This soul object is manifested or instantiated in the form of life. Object is bound with methods (behaviors) and properties as the characteristics. In philosophy, soul is considered as object or an entity having certain properties. The holy Geeta says that the soul is immortal. This is a property of the soul object and hence the soul can be considered as an object.

5. WHAT IS AN OBJECT?

- Object is an entity having methods and Properties
- Method means behavior.
- Example-Pen is an object. Its shape, size, color, Ink color are

its properties whereas writing is its behavior or method.

•Similarly man, computer, chair, vehicle, and tree; have methods and properties and are objects.

What is an object?

Object is an entity having methods and properties. Objects are key to understanding object-oriented technology. Look around right now and you'll find many examples of real-world objects: your dog, your desk, your television set, your bicycle. Real-world objects share two characteristics: They all have state and behavior. Dogs have state (name, color, breed, hungry) and behavior (barking, fetching, wagging tail). Bicycles also have state (current gear, current pedal cadence, current speed) and behavior (changing gear, changing pedal cadence, applying brakes). Identifying the state and behavior for real-world objects is a great way to begin thinking in terms of object-oriented programming. OOP is a programming paradigm wherein not only the data type of a data structure is defined, but also the types operations that can be incorporated to the data structure. Here, the data structure becomes an object that includes both data and functions. To define an Object in other words - An object envelops software having interrelated state and behavior. Now these software objects are often used to reproduce the actual objects in the real world that we find in day-to-day life. To put in simple words, Object is a body which involves methods and properties. Here method relates to the behavior of a given object and its physical attributes forms its properties. For instance, a shoe is an object. Its size, design, color, comfortable fit are its properties and enclosing your foot becomes its behavior. Similarly, man is an object. His height, body are its properties and loving, caring, thinking, forms his behavior.

6. WHAT IS INSTANTIATION?

- Instantiation means creation or manifestation.
- Instantiation means to come into reality along with methods and properties.
- A lit up bulb is an instance of electrical force.
- You might have filled some form on computer. You might have noticed a Print button. A print button is an instance of 'Button' object defined somewhere.
- Earth is an instance of concept planet. Chocolate is an instance of concept food.
- Concept lies in thoughts.

What is Instantiation?

Instantiation can be also termed as occurrence. In mythology, we say that God appeared or manifested in front of me. We have defined god somewhere in our thought and god is instantiated in front of us from that definition. The principle of instantiation is based on the idea that in order for a property to exist, it must be had by some object or substance. In software programming, instantiation refers to the formation of a actual illustration of an theory or template such as a class of objects or a computer process. To instantiate is to create or manifest such an instance by interpreting one particular variation of object within a category and giving it an identity. The process of instantiation is to transform into reality along with methods and properties. For example, (computer science) refers generally to any running process, or specifically to an object, as in an instance of a class. The process of creating a new object (or manifestation of a class) is often referred to as instantiation. Similarly, a lit bulb, a rotating fan, a tape recorder is a manifestation of electric energy. Another example - while working or filling some form on a computer you come across various tabs on the screen, namely- save, redo, print preview, etc. These functions are nothing but an instance of 'Button' object. Some similar analogies - Earth is an instance of class planet. On the same parameters, chocolate is a manifestation of concept food. These concepts lie in our thoughts. This will be explained further as 'force of thought'.

7. A STATEMENT

- Now here is a statement.
- All living things are instance of Force of Thought.
- Just like an electrical bulb which is an instance of electrical force.
- In support of this statement, I am taking three examples.

A Statement

All living things are instance or manifestation of Force of Thought. To simplify this expression consider the entity called Force of Thought as a force that binds all cells, nerves, etc. This Force is originated by soul. So when we see its hierarchy - Soul or force of thought, realization, evolution, life. To validate this statement further lets take an example of

an electric bulb, which is an instance of electric force. Its hierarchy is - Battery or electrical force/current, heat, light. In electrical bulb example, energy is converted from one form into another. Electrical energy is converted into light energy. The conductance or resistance property of the bulb is used for such a conversion. Hence a lit up bulb is the manifestation of the electrical force or the current. Similarly in all living things, force of thought is manifested in form of life. In bulb example heat method of the electrical force is the cause of light, whereas in living things realize and evolve methods are the cause for life. As stated earlier, force of thought binds together all cells and neurons in our body. These cells and neurons carry the live potential or chemical energy. Force of thought object binds them together so that they work in unison. At any given instance all our thoughts are coordinated. While we are working, our heart beats are going on, we are respiring, food is being digested. All these activities are performed in unison and entity which is doing that is the force of thought.

8. EXAMPLE 1

•Consider a random example, a zebra. This zebra, throughout its life is realizing and evolving. This means realize and evolve are methods or behaviors of zebra object. Now this zebra dies. Its realization and evolution stops at that instance. Now the Zebra body is there, but no realize and evolve. This means realize and evolve are not the methods of the Zebra body. These are methods of some another entity. Some another entity is encapsulating these methods, not the Zebra body. Some another entity is realizing and evolving. This entity is 'Force of Thought'.

Example 1

To elaborate on the above examples, let's consider a zebra for instance. This zebra is realizing and evolving during his entire life cycle. Here, to realize and evolve are methods or behaviors of a zebra. Eventually the zebra dies. Its process of realization and evolution stops at that very moment. Now the Zebra's body is there, but there is no realization and evolution. This means to realize and evolve are not the behaviors of the Zebra body. By this we come to a conclusion that these behaviors are of some another entity which is encapsulating these methods, and not the Zebra's body. Some another entity is realizing and evolving and this entity is called 'Force of Thought'. Realize and evolve are the methods or the behaviors of the zebra object while living. Realize and

evolve are defined further in this book. All the thoughts or actions (which are results of the thoughts) of the zebra are nothing but its attempts to evolve. Throughout its life zebra is doing that.

Now as soon as the zebra dies, its realization and evolution stops at that instance. This happens instantaneously. No indication or the presence of realize or evolve is there in the zebra body after the death. This clearly states that realize and evolve are not methods of the zebra body. Some another entity is bundling together these methods and this entity carries these methods along with it after the death.

This behavior is observed in one zebra and all the zebras. This behavior is observed in all the living things. Hence this example is applicable to all living things. And hence this is a way to state that another entity is realizing and evolving and not the body.

9. EXAMPLE 2

•Analogy to this, let us take an example of an electrical bulb. A lit up bulb is an instance of electrical force. Electrical Force heats the bulb filament and bulb glows. 'To heat the conductor' is a method of electrical force. Now bulb is switched off. De-instantiation occurs and bulb stops emitting light. Now bulb body is there but no heat method and hence no illumination. This means bulb body and entity carrying heat method are two different entities. Some another entity is encapsulating heat method. Similar to Zebra example where Zebra body and entity carrying realize and evolve are two different entities.

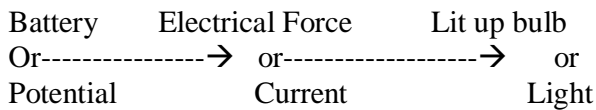
•Battery or potential producing 'Force of Thought' can be called as Soul. Let us call it as 'Force of Thought' only.

Example 2

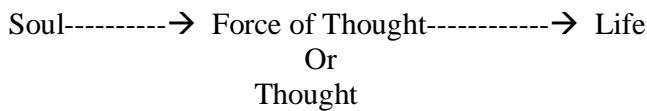
Similar to this, here is an example of an electrical bulb. A lit up bulb is an instance or manifestation of electrical force. Electrical force heats the bulb filament and thus the bulb glows. 'To heat the conductor' is a method or behavior of electrical force. Now when the bulb is switched off, de-instantiation occurs and bulb stops emitting light. Now, the bulb is there but there is no heat energy and hence no light. This means that the bulb body and the entity carrying heat method are two different bodies where electrical force is that

entity which is encapsulating heat method. Similarly zebra body and entity carrying realize and evolve are different entities.

Here, when we correlate 'Force of Thought' with 'Electrical Force' where the battery or potential producing 'Force of Thought' can be called as Soul of the zebra. Let us call this potential as 'Force of Thought'.



ANALOGY



10. EXAMPLE 3

•Consider example of print button on Computer form. When form is closed, button disappears along with it Print method vanishes. Along with print button, Print method vanishes. In this case print method is encapsulated along with button body. Whereas in first two examples, body and entity carrying methods are two different entities.

Example 3

Reflect on the following example. When you open any word document on your computer, there are many buttons, namely new, redo, save, print, etc. They are visible and accessible only till the word document is open, once it is closed, all the buttons disappear and along with it all its functions are closed too. In this case, the functions of these buttons, say, the print method is encapsulated along with the button body. Whereas in first two examples, entity carrying methods or behaviors are two different entities. A magnetic needle encapsulates the method of 'showing the direction'. When the needle is broken, method no longer exists. The magnetic needle bundles together this method along with the body properties. Whereas in cases of the zebra and the bulb, body is different and entity carrying the methods is different. Chair

is also an object. 'To carry weight' is a method or behavior of chair object. When the chair is destroyed completely, method vanishes along with it. Chair also encapsulates method along with the body.

A clock is an instance of time object. Periodicity or to repeat after particular interval is a property of time object. When the clock stops functioning, its body is there but no longer periodicity is there. This example is similar to the zebra and the bulb example. Clock body is different and entity carrying periodicity property (Time object) are two different entities.

The zebra and the bulb examples are those of 'object within an object' concept. The cause behind the effect is 'encapsulation' which is described later in this book.

11. PRINCIPLES OF OOP

- Object Orientation Programming is considered to be valid on 3 principles.
- Inheritance, Encapsulation and polymorphism are these 3 principles.
- Software which passes these 3 tests is considered to be object oriented software.
- Applying these three tests to 'Force of Thought' instantiation, it can be proved that this instantiation is OOP instantiation.
- While establishing this link, other concepts like astrology, moksha and God can be explained.

Principles of OOP

Object Orientation Programming as discusses earlier is on object based programming software and is considered to be valid on these 3 principle of Inheritance, Encapsulation and Polymorphism. Software which fulfills these three parameters is qualified to be a Object Oriented Program. When we implement the fundamentals of Inheritance, Encapsulation and Polymorphism to the concept of 'Force of Thought', it can be determined that this is similar to the concept of Object Oriented Program. The link between 'Object Oriented Program and 'Force of Thought' becomes more evident as we discuss these principles in detail in the ensuing chapters. While contemplating on this relationship, other issues like astrology, moksha and God can be explained more precisely. In oop, we aim to write easily maintainable and reusable code. The purpose behind writing the code is to perform very complex tasks. Further in this book we describe how object

orientation programming is used to describe the evolution. Oop is an extremely powerful methodology .Programmers observe that oop has given their program an intuitive or natural look.

If you understand these concepts, then you basically understand OOP, because OOP is about applying these same concepts to computer programming. If, in other areas of our lives, we use objects that have a well designed interface that we are familiar with, and we know how to use them, but don't care how they work, why not do the same thing in your programs? In other words, break each program into lots of units and design each unit to perform a clearly specified role within the program. That's basically what an object is and that is what oop is. Actually oop is designed by taking clues from normal day life.

B. CHAPTER 2

INHERITANCE AND ASTROLOGY

12. PRESENT CONCEPT OF ASTROLOGY

Astrology is a system founded on the principles that the position of the planets in the sky causes destiny. This affects the personality, human affairs and natural events. The primary astrological bodies are sun, moon and planets. Astrology is commonly characterized as reading the stars. The main focus is on the placement of the planets relative to each other. Astrology is the combination of astronomy, numerology and mysticism in modern form and is a classic example of pseudoscience.

Historically, astrology was regarded as a technical and learned tradition, sustained in royal courts, cultural centers, and medieval universities, and closely related to the studies of other sciences like alchemy, meteorology etc. Astrology and Astronomy are often synonymous before the modern era, with the desire for predictive and divinatory knowledge one of the motivating factors for astronomical observation. Eventually, astronomy distinguished itself as the empirical study of celestial objects and phenomena.

Astrologers have long debated the degree of determinism in astrology and the limits of astrology's application. Some astrologers believe the planets control fate directly, others that they determine personalities. Many astrologers contend

that there is no direct influence, only an acausal correlation between the planets and human affairs.

The scientific community bases astrology's pseudoscientific status in its making predictive claims which either cannot be falsified or have been consistently disproved. This theory can give a new look for the relation between astrology and the science. This theory explains astrology on the basis of inheritance concept of oop.

13. WHAT IS INHERITANCE?

- Inheritance is similar to normal life inheritance where son derives properties from mother or father.
- Similarly in OOP inheritance, descendent object inherits or derives properties from some ancestor object.

What is inheritance?

In lay-man language inheritance refers to inherit something from your predecessor and the inheritor becomes the successor. Whatever that is generic that comes from ancestor object is inheritance. e.g. to realize and evolve. e.g. The son inherits the property of his parents. Another example - A daughter inherits the skill of singing from her mother. Thus, inheritance could be tangible or intangible. Likewise, in Object Oriented Programming (OOP), Inheritance refers to the fact that an object can inherit a part or all of its characteristics and behavior from the precursor. Thus, the principle of Inheritance provides a powerful and easy mechanism for organizing and structuring your computer program.

The role of Inheritance is a boon to this programming software as it enables the programmer to design a model that does not require any up gradations when a new form of object is added. The new object automatically inherits many of the properties from the existing objects, which makes object oriented programs simpler to modify.

In short, inheritance can be considered as a way to reuse the code by creating the objects which can be based on previously created objects. This reusability provides a great help for the programmer. Inheritance is the relationship between implementations. In oop it is assumed that whatever is generic in descendent objects comes from the ancestor object.

This helps programmer to reuse the code. Methods like realize and evolve are common between all living things and are derived from an ancestor object which is described ahead.

14. INHERITED FROM TIME OBJECT.

- 'Force of thought' is descendent of Time object.
- In other words, 'Force of Thought' inherits properties from Time object.
- The watch or clock in software programming is known as Time object.
- There is a biological clock in all living things. The Time object is in clock pulse format.

Inherited from Time Object

As discussed earlier 'Force of thought' i.e. Soul is descendent of Time object. Simply put, when we revise the definition of inheritance, 'Force of Thought' or soul inherits properties from time, where time is an object. In OOP, the watch or clock is known as Time object. The clock ticks and shows the time as it is programmed. eg. 1tick=1sec, 60seconds=1minute, 60minutes=1hour, 24hours=1day. Any computer program is timed and performs its functions accordingly. The Time object is in clock pulse format. It has a base frequency and that determines the minimum time it can measure or indicate. Time is an object as it has properties like continuous existence and periodicity. A clock or a watch in our house is the manifestation of the Time object. In nature, Time object is implemented with the periodicity property. The matter or the surrounding is made of atoms. The atom consists of sub-atomic particles like protons and neutrons. These sub-atomic particles are periodically revolving around the nucleus. Thus matter is also a descendent of the Time object. Planets which are periodically revolving around the sun also exhibit the periodicity property. There is a biological clock in all living things. This clock is also the manifestation of the periodicity property.

In java Time object is commonly known as the calendar object and it indicates all the dates and the time like year, month or Time in millisecond. The periodicity property is described further in this book. According to this theory, the Time object came into the existence at the time of the creation of the universe.

15. PERIODICITY PROPERTY.

- Periodicity is the property of Time object.

- Force of Thought inherits periodicity from Time object.
- Heart Beats are manifestation of periodicity property.
- Respiratory system is manifestation of periodicity.
- Realization of sleep happens periodically.
- Realization of hunger occurs periodically.
- All the above examples indicate that periodicity is the property of 'Force of Thought'.

Periodicity Property

A 'period' refers to a specific amount of time, for instance - a time-span of 10 years is called a decade, or a span of 45 minutes is equivalent to a lecture in college. Periodic function refers to a function whose output contains values that repeat periodically. Put in simple words, periodicity is the tendency to recur at regular intervals. Periodicity is a characteristic of Time Object. Force of Thought i.e. soul inherits the property of periodicity from Time object. As the Time object in computer is a watch or a clock, similarly the functions of a living body are managed through this feature of periodicity. Let's try to understand the term periodicity through few examples- A normal heart beats at 72 beats/minute, since it is programmed with this periodicity. Likewise, the respiratory system is too an instance of periodicity. Same goes with the sleeping pattern, which gets periodically set the way we set it. Hunger strikes at regular intervals and we need satisfy it with food. Monthly periods of women can be considered as manifestation of the periodicity. Here heartbeat, respiratory system, the desire of sleep and hunger, are all instances of 'Force of Thought'. Hence, these examples prove that periodicity is the property of 'Force of Thought'. There is a biological clock in all living things. Biological clock affects the daily rhythm of many physiological processes. Periodicity is to have the frequency. Because of the periodicity property, all living things have a base frequency.

16. TIMER

- In programming, there is a concept of Timer.
- This Timer has frequency specified to it (1 sec, 2 sec, 0.5 sec) etc.
- On this frequency, Timer reads and executes the specified code periodically.
- A Timer is implemented in all living things. This Timer

periodically senses the input and executes the output (thoughts).

- Reflex actions can be considered as example of Timer Implementation. Before understanding anything, input is sensed and output is executed in reflex actions.

Timer

A concept of timer is installed in most computer programs. This timer is set at a particular frequency (e.g. 1 sec, 2 sec, 0.5 sec) to accomplish a given operation. The timer comprehends on the specified frequency and carries out the specified code at regular intervals. Similarly a timer is too installed in a living being, which executes its functions periodically. E.g. Heartbeats/sec, growth of hair, nails, height, etc. This is influenced by food, air, water and other external factors. The timer reacts according to the inputs and results with corresponding outputs. A body reflex mechanism can be considered as a property of timer concept. eg. When your hand touches something hot, the hand is instantly pulled back by some force. This force is called the Timer effect. Here a signal is sent to the brain to pull back the hand and this is accomplished through reflex action. It is the output of the intelligence property which is continuously executed by the Timer. The output is in the form of commands (or thoughts). These commands can be like, retrieve the data, store the data, move, talk etc. Consider a simple thought. When you see an apple, signal is sent from eyes to the brain. Brain highlights the region where the picture or word 'apple' is stored. This signal is carried by the Timer to the intelligence property which generates the commands like 'retrieve the data' related to the highlighted region in the brain. The linkages of the 'apple' in the brain come into the picture and are retrieved by the brain like 'kashmir', 'red fruit' etc. These signals again highlight corresponding brain storage by the timer and this is how thought cycle works..

17. ASTROLOGY

- Planetary positions are events of Time object as planets are moving periodically around the sun.
- Two hands of clock come together at 12 o'clock. This is also event of Time object.
- We can predict that when sun in at the Top in the sky; two hands of clock will come together. This is because both are events of Time object.
- Similarly we, being descendent of Time object have events like birth, marriage, death etc.

- Thus planetary positions and events like birth, marriage are simultaneously occurring events of Time object. And hence can be predicted by astrology.

Astrology

Astrology is a system, wherein the primary astrological bodies are the sun, moon and planets. It is distinguished as studying the placement and movements of the planets relative to each other and that to the zodiac signs. As a whole, astrology is a mixture of astronomy, numerology and mysticism. As we all know, that the planets rotate periodically around the sun, in the solar system. This states that planetary movement is the event of time object. Now, consider a clock, when both the hands in a clock come together at 12 o'clock, this shows that the hands of the clock are periodically moving. This proves that clock is a instance of Time object. The two hands coming close together is an event of the Time object. When we relate both objects- planetary positions with that of a clock we see that there is one common nature, both are manifestations of Time object. Thus, when the sun is at the Top in the sky, both the hands in the clock are seen to join hands at that moment. Going by this theory, Soul is a descendent of Time object and it has various happenings in life such as birth, love, marriage, death and many other incidents. All these events are simultaneously taking place along with changing positions of the planets, sun and the moon. Since they both are events of Time object, the happenings in one's life can be predicted by following the pace of these astrological bodies. Event is a form of methods. Birth, marriage or death etc. can be considered as forms or events of the evolve method. This is how astrology can be correlated with the science.

CHAPTER 3

18. POLYMORPHISM AND EVOLUTION

What is Evolution?

The biological evolution is the change over time in one or more inherited traits in the organisms. Inherited traits are particular distinguishing characteristics, including anatomical, biochemical or behavioral characteristics that are passed on from one generation to the next. Evolution has led to the diversification of all living organisms from common

ancestors, which are described by Darwin as "endless forms most beautiful and most wonderful".

There are four common mechanisms of evolution. The first mechanism is natural selection, a process in which there is differential survival and/or reproduction of organisms that differ in one or more inherited traits. A second mechanism is generic drift, a process in which there are random changes to the proportions of two or more inherited traits within a population. A third mechanism is mutation, which is a permanent change in a DNA sequence. Finally, the fourth mechanism is gene flow, which is the incorporation of genes from one population into another.

The scientific study of evolution began in the mid-nineteenth century, when research into the fossil record and the diversity of living organisms convinced most scientists that species evolve. The mechanism driving these changes remained unclear until the theory of natural selection was independently proposed by Charles Darwin and Alfred Wallace in 1858. In the early 20th century, Darwinian theories of evolution were combined with genetics and systematics which culminated into a union of ideas known as the 'modern evolutionary synthesis'. The synthesis became a major principle of biology as it provided a coherent and unifying explanation for the history and diversity of life on Earth.

19. REALIZATION

- Let us define realization first.
- Realization is deriving energy from Object's own potential to identify change in properties.
- If something hot touches our hand, we realize this. Signals are sent from neurons to brain. Energy required to generate these signals is derived from own potential of 'Force of Thought' through brain and neurons.
- Energy change is sensed as the property change. What we feel is the energy change.
- Example- A car is vibrating. Energy change is happening in it. We can not feel it as it is other potential. But when we touch it, we can feel it. It is now causing energy change in our own potential.

Realization

It can be defined as, deriving energy from objects own potential to identify change in property. eg. When you step on a thorn, the foot realizes the sting and immediately you

pull back your feet. The neurons sends a signal to the brain to take back the foot. Here, the energy required to execute these signals is derived from your own potential of 'Force of Thought' by means of brain and neurons. When the property of anything changes e.g. a chameleon changes color according to its surrounding, this can be regarded as energy change. The chameleon senses its backdrop and a signal is sent to the brain to change its color. There are external factors too that bring about a energy change in our own potential. eg. When a car vibrates, there is a energy change in the car. We cannot feel it unless we touch it or see it. When we touch its vibrating body, we feel the vibration. This causes a energy change in our potential too as our hands tend to vibrate too as we in contact with the vibrating car.

Similarly we can feel the vibrating car by viewing it. This realization would cause an energy change in our own potential by the sensory organ called eye. This is the realization. When we hear the vibrating car, we can feel it. This causes change in the own potential of 'Force of Thought' through ears. When there is a small cut or wound realization is smaller, but for a larger wound realization is stronger as more neurons and hence more energy is involved.

20. EVOLUTION

- Realize the potential (by sensory organs or gyanendriyas) + Overcome the resistance (through action organs or karmendriyas) + to reach solace.
- All our actions or thoughts pass through these phases only. Intention of all our actions is to reach solace. Now as I am typing this article, my eyes, brain (sensory organs) have realized the potential, I am overcoming resistance through my hands and my ultimate aim is to reach solace.
- Even person committing suicide wants to reach solace.

Evolution

Evolution is related to the solace. When we say that a system is evolved, we actually mean that it is now able to satisfy an individual more or it is now able to satisfy more number of persons. Solace is the fulfillment of the thought. When we say that a theory is evolved, we actually mean that it has overcome a resistance and gone up a level to give solace to more number of people. Evolution can be defined as, to realize the potential by means of sensory organs or gyanendriyas (i.e. eyes, nose, mouth, ears and skin) and then

overcome the resistance by means of action organs or karmendriyas (i.e. hands legs, head, and stomach) and ultimately experience relief. For instance, when we say 'we want to realize our goals', it refers that suppose we want to reach a destination, we plan a route to reach there, and the energy and actions we apply to fulfill this venture can be termed as realization and evolution. Every act or notion passes through the phases of realization and evolution as the objective of every being is to achieve its goal. The prime reason behind one's existence is to reach solace, and for it, each one of us adapts to different modes of evolution and realization. Even a person committing suicide wants to reach solace. When a person commits the suicide, there is problem in realizing the potential. He can not overcome the resistance and can not reach the solace and results in ending his life. Brain is a sensory as well as an action organ. It is the hardware to realize the potential and overcome the resistance. The software is the intelligence property.

21. EXAMPLES OF EVOLUTION

- Let us take some examples from nature.
- A turtle coming out of an egg realizes potential through its nose (sensory organ) and smells sea. It overcomes resistance through its legs and reaches sea (solace).
- A calf reaching mother's milk after birth, realizes potential through eyes, overcomes resistance through its legs and reaches solace (milk).
- Human baby cries and overcomes the resistance.

Examples of Evolution

Nature answers all the questions when it comes to evolution as it one of the significant characteristic of Nature. e.g. When a turtle come out of its egg, it's first step is to locate shelter. Through its nose (sensory powers) it realizes potential to smell the sea. Then it overcomes resistance with the help of its legs to reach towards the sea (solace). Similarly a calf reaches for the cow's milk through its eyes to locate the source and legs to reach it.

Not all turtles move towards the sea, some are directed away from it. There is a problem in realization of potential.

When I am writing this book, my brain, my eyes, the sensory organs have realized the potential. My hands are overcoming the resistance (to reach the solace) and my ultimate aim is to reach the solace. This is the evolution.

Evolve is the method of 'Force of Thought'. It has taken many forms in the nature. All our actions are nothing but the evolution. Even activities like digestion of food or reproduction are nothing but the evolve method. All these activities are intended to reach solace. All our feelings are nothing but a form of evolve method. All the feelings are intended to reach the solace. They might reach there or not is the separate question. Feelings of hate, jealousy, fear, insecurity are intended to reach solace but will never reach solace. These feelings are also a form of evolve method.

Thus, Realize and evolve method manifest the life. Both these are the methods of the 'Force of Thought' object or the soul object. These methods differentiate a man with the machine.

22. DEFINITION OF POLYMORPHISM

- Polymorphism can be defined as follows----
- 'Different objects respond differently to the same message.'
- 'Ability to hide different object implementations behind a common interface.'
- 'Same method name but different executions'

Definition of Polymorphism

'Poly' means many and 'morphism' means forms. In simple words polymorphism means to take many forms. Different methods or applications have same names. This is what polymorphism means. 'Realize' is the same method name but realize through eyes is different than realize through ears.

The meaning of Polymorphism is something like one name many forms. Polymorphism enables one entity to be used as as general category for different types of actions. The specific action is determined by the exact nature of the situation. The concept of polymorphism can be explained as "one interface, multiple methods". In another words polymorphism can be defined as 'Different methods with same name having different body or different parameters'. Polymorphism is one of the concepts of OOP. Polymorphism refers to many forms. In other words, different objects respond differently to the same message. It is a simple concept, which frequently occurs in life. You are a individual, where individual is a base type and there is no one with a more specific representation of that type. Though there might be many other people that inherit that type, of which you are a physical adaptation: you have your own likes, dislikes, mannerisms and traits that goes beyond just any other person and defines you as unique. e.g.

We all have a blood group, shoe size, waist length and many other characteristics. But we add our own implementation to the person interface. Polymorphism means the ability to request that the same operations be performed by a wide range of different types of things. Effectively, this means that you can ask many different objects to perform the same action.

23. EXAMPLES OF POLYMORPHISM.

- It is observed from the examples given earlier that 'Survive after the birth' method which is a form of evolve method, is polymorphised to take many forms.
- Different object implementations can be observed for 'Romancing for reproduction' method in the nature. This is also a form of evolve method.
- A dog when smells a cat, it barks but when smells food shakes its tail and becomes happy. Dog realizes potential in different ways and response is different. In both these cases dog evolved (reached solace) but through different response.
- Consider a road with an obstacle in the form of rock on it. Some people bypass the rock. Some jump over the rock whereas some people avoid the road. All of them evolve, but 'Overcome the Resistance' method has taken many forms.

Examples of Polymorphism

As discussed earlier, different living beings polymorphs to take different forms towards one same method i.e. to 'survive after birth', which is a form of evolution. Each one adopts a different technique to realize & evolve. A turtle, a calf and a human baby respond differently to the same message 'Survive after the birth'. These are the different Methods with same name having different body or different execution. Similarly, there are different means of reproduction used by living beings to reproduce & multiply. This too is a process of evolution. Same object, a bird or an animal might respond differently to the same message 'Romancing for reproduction'. Different objects respond differently as per their characteristics or the resources. e.g. The reactions of a dog vary when it sees a cat (barks) and food (waves its tail). In both these instances the dog realizes and evolves but through a different response. The smell of a cat or the smell of the food can be considered as the different parameters to the same method 'Realize the Potential' e.g. There is a rock in the way, some might jump over it, and some may walk beside it

or might take another route. Each of us the take a different approach to reach the same goal. Message name is the same. Method or message 'Overcome the resistance' has taken many forms in the nature. Realize through eyes is different than realize through skin. These are two entirely different methods. But they are having a common interface name 'Realize'.

C. CHAPTER 4

24. ENCAPSULATION AND DESTINY

What is Destiny?

Destiny is seen as a sequence of events that is inevitable and unchangeable. It is often said that individuals can choose their destiny by different paths throughout their life. But the different courses of action the individual takes never lead to predetermined destiny.

One belief says that the free will and destiny can coincide in harmony. This argument states that we all make only one unchangeable choice every moment. Simply because a certain choice will inevitably be made does not mean that we do not make our own decisions. This belief assumes that we have no power to accurately and precisely predict the future. Destiny is man's own creation, according to this theory

This aspect is succinctly told by W Somerset Maugham from an Arab tale:

Death speaks: There was a merchant in Baghdad who sent his servant to market to buy provisions and in a little while the servant came back, white and trembling, and said, "Master, just now when I was in the market-place I was jostled by a woman in the crowd and when I turned I saw it was Death that jostled me. She looked at me and made a threatening gesture; now, lend me your horse, and I will ride away from this city and avoid my fate. I will go to Samarra and there Death will not find me." The merchant lent him his horse, and the servant mounted it, and he dug his spurs in its flanks and as fast as the horse could gallop he went. Then the merchant went down to the marketplace and he saw me standing in the crowd and he came to me and said, "Why did you make a threatening gesture to my servant when you saw him this morning?" "That was not a threatening gesture," I said, "it was only a start of surprise. I was astonished to see him in Baghdad, for I had an appointment with him tonight in Samarra

25. PACKAGE

- Encapsulation treats object as a package. It is observed that each manifestation or instance is a package with methods and properties bundled together (just like a capsule) along with the object.
- It is observed that methods like realize and evolve and properties like continuous existence, periodicity, potential and intelligence are bundled together along with the object in its each instance.

What is encapsulation?

As we define encapsulation, it refers to encapsulate or enclose in as if in a capsule. In computer programming, encapsulation refers to enclose in a set of codes which allow transfer across networks. In encapsulation, every object is regarded as a package with methods and characteristics clumped together, like that in a capsule. Each of the manifestation or instance is called a package. All living things are nothing but a package in them. Behaviors like to realize and evolve and characteristics like continuous existence, periodicity and intelligence are encapsulated along with the object in its each manifestation. Encapsulation is the mechanism that binds together code and the data it manipulates and keeps both safe from outside interference and misuse. Encapsulation is as a protective wrapper that prevents code and data from being arbitrarily accessed by other code defined outside the wrapper. It binds the data and codes that operates on the data into a single entity. bringing together data (attributes) and methods (behavior) within a single entity (class) is known as encapsulation. Encapsulation and the destiny are co-related. There is a concept called 'information hiding' of the encapsulation. This is described further. This feature states that no other object can directly access methods and properties of encapsulated object. Hence the concept 'Man is the creator of his own destiny' comes into the picture.

26. INFORMATION HIDING

- Access to methods and properties is only through well defined interfaces.
- No other object can directly access methods and properties of an object. Thus information hiding aspect of encapsulation is observed.
- Eyes, nose, skin etc. form well defined interfaces to access code .data and methods like realization.

- Zebra example taken earlier is that of encapsulation
- When encapsulating object loses an instance, method and properties vanish along with it.

Information Hiding

This is a very crucial aspect of encapsulation, where only through well-defined interfaces, one can have access to methods and properties of an object. e.g. Consider of encapsulation as a black box, where data is sent to a method, a lot of work goes on using the data, of which you don't know or care about. An output is returned to the caller. That is the process of encapsulation, or information hiding. In a living object, sensory organs like eyes, nose, mouth, skin, etc. are interfaces through which one can access methods and properties of another object. The methods that are accessed are realize and evolve. A zebra, as discussed earlier, is also an instance of encapsulation. The soul of zebra is a package of behaviors and characteristics, which becomes inactive when the zebra dies, as methods and properties become inactive along with it. These methods and properties remain inactive in global memory till next instantiation. The term *encapsulation* is often used interchangeably with information hiding. Not all agree on the distinctions between the two though; one may think of information hiding as being the principle and encapsulation being the technique. A software module hides information by encapsulating the information into a module or other construct which presents an interface. A common use of information hiding is to hide the physical storage layout for data so that if it is changed, the change is restricted to a small subset of the total program.

PROPERTIES OF FORCE OF THOUGHT

D. CHAPTER 5

27. NATURE OBJECT

What is nature ?

Nature, in the broadest sense, is equivalent to the natural world, physical world, or material world. "Nature" refers to the phenomena of the physical world, and also to life in general. It ranges in scale from the sub-atomic to the cosmic. The word *nature* is derived from the Latin word *natura*, or "essential qualities, innate disposition", and in ancient times,

literally meant "birth". *Natura* was a Latin translation of the Greek word *physis*, which originally related to the intrinsic characteristics that plants, animals, and other features of the world develop of their own accord. The concept of nature as a whole, the physical universe, is one of several expansions of the original notion; it began with certain core applications of the word *natura* by pre-socratic philosophers, and has steadily gained currency ever since. This usage was confirmed during the advent of modern scientific method in the last several centuries. Within the various uses of the word today, "nature" often refers to geology and wildlife. Nature may refer to the general realm of various types of living plants and animals, and in some cases to the processes associated with inanimate objects – the way that particular types of things exist and change of their own accord, such as the weather and geology of the Earth, and the matter and energy of which all these things are composed. It is often taken to mean the "natural environment" or wilderness—wild animals, rocks, forest, beaches, and in general those things that have not been substantially altered by human intervention, or which persist despite human intervention.

28. TIME ENERGY OBJECT

- Time Energy object or simply nature object is the evolved version of Time object.
- It is the reference or bar with which evolution can be measured.
- It is the ancestor object for all the instantiated objects.
- Consider man, monkey and amoeba. Man is closest to the TE object and hence derives strongest properties from it. Monkey is less close and amoeba is the least.
- Hence monkey derives comparatively less strong properties or resources to evolve compared to man and amoeba derives the least resources.
- Time is present in the surrounding (matter) in the form of periodicity of electrons and energy of course present everywhere. Hence the nature object is present everywhere in the surrounding and causing the evolution.

Time Energy Object

The nature object or time energy object is the evolved form of Time Object. Time Energy Object can be used as a scale to measure the degree of evolution. It is the predecessor of all instantiated objects. To realize and evolve are methods of

time objects. Take for instance, man monkey and amoeba. They have different methods and properties. Properties are manifestation of thoughts. Stronger the thoughts, stronger are the resources to evolve and stronger is the tendency to reach solace. Man is closest to the Time Energy Object and hence derives strongest properties from it. Followed by the monkey and then the amoeba. Hence monkey derives relatively less strong properties or resources to evolve compared to man and amoeba derives the least resources. The Time Energy object or the nature object is the reference or bar with which evolution can be measured. Properties like wealth can be measured with the money. Education can be measured with the degree. Similarly evolution can be measured with the position with respect to the Time Energy object. In man also there exists difference in position property. Certain persons are more evolved than the others. Hence they derive stronger properties or resources to evolve from the nature. Time energy object is present in the surrounding in the living as well as the non living objects. This has caused the nature object or the Time Energy object to realize their properties by the realize method and caused the evolution.

29. TUNING

- Evolution is nothing but tuning.
- Tuning means frequency tuning.
- Because of the periodicity, TE object has a base frequency. Individual instance also has base frequency because of the periodicity property.
- Tuning means matching base frequency of individual instance to the base frequency of Time energy object by conscious efforts or by overcoming the resistance.
- More close an instance is to the TE object, more strong properties it derives from it.

Tuning

What is evolution? Evolution is adjusting or tuning oneself according to the surrounding. Tuning applies to modulate the frequency to evolve. Since periodicity is a property of Time Energy Object, it has a base frequency. Similarly living beings have the periodicity property, thus they too have a base frequency. To tune, refers to deliberately match base frequency of individual instance to the base frequency of Time Energy Object to overcome resistance and reach solace. As discussed earlier, an instance closest to the Time Energy Object, acquires strongest properties from it and the least

close acquires less strong properties. E.g. People saw an apple falling from a tree to the ground but never questioned, what's the reason for it to fall downwards and not upwards or sideways or float in the air. Only Newton was intrigued by this phenomenon and arrived at a conclusion. Because he was able to overcome the resistance and achieve intuitive thoughts for its reason to fall on the ground. More you are close to the nature object or the Time energy object, more intuitive thoughts you receive from the nature. These thoughts are from the nature's intelligence and carry maximum solace along with them. By tuning you move closer and closer to the Time Energy object and go on receiving stronger resources from the nature. More you are tuned or near the base frequency of the Time Energy object, more strong are the thoughts of solace. Tuning or overcoming resistance is discussed ahead.

30. POSITION PROPERTY

- Consider the radio tuning example.
- More close the radio cursor to the base frequency, more strong are the audio signal it derives from the base frequency.
- Similarly more close the position of individual instance to the TE object, more strong properties it derives from it. More strong are the resources to evolve

Position property

Position is a property of 'Force of Thought'. To explain the property of position with relation to Time Energy Object, let's take an example of a radio. When we try to tune in to a radio station, the closer the radio cursor is to the base frequency, stronger the audio signals it derives from it, and we are able to hear clear music. Identically, the proximity between a living being and the base frequency, decides the level of their evolution. With each evolution or by each overcoming of the resistance, we move closer and closer to the Time Energy object. Thus we affect the position of the instance frequency with respect to the nature's frequency. This changes the properties the instance derives from the nature object. In radio tuning also, we move the cursor closer to the base frequency. By this we overcome the resistance. As we go on overcoming the resistance, we go on deriving the stronger and stronger properties from the Time Energy object. Each and every individual instance of the Force of Thought has different position with respect to the Time Energy object. That

is why each instance has different resources to evolve. Each instance has different properties. Properties are nothing but the manifestation of the thoughts. Thoughts are nothing but the signals we receive from the intelligence property. More the thoughts are from the nature's intelligence; stronger is the tendency to reach the solace.

31. FRAMEWORK

- TE object provides framework for the evolution.
- It provides the ancestor script from the intelligence property.
- More away the instance is to the TE object, more is the resistance and hence less is the signal strength between the ancestor and the descendent.
- More stronger the signal is from the TE object, more strong are the thoughts and hence more tendency is to reach solace.
- The indications of the service name, date, place name etc. are the framework signals in a mobile. Less the network, more the resistance for communication, weaker or wrong are the indications or the properties.

Framework

The Time Energy Object provides a certain framework for it to achieve evolution; the intelligence property of the individual provides the ancestor script to help towards reaching solace. Further the instance from Time Energy Object, stronger is the resistance and weaker is communication between the giver and the taker and vice-versa. In case of a mobile phone, the icons on the screen of the phone is its framework, when there is more resistance, there is less network and hence we are not able to get clear communication. This is simply because the communication resistance is more in case of the weaker network.

Our eyes, nose, skin etc. are the frameworks for the evolution. These are the properties we receive from the nature object. In other words these are our resources to evolve. Similarly our wealth, our education etc. are the manifestations of our thoughts. So more close the position we have with respect to the time energy object or the nature object, more strong thoughts we derive from the Time Energy object and hence more strong is the framework.

After each evolution or each overcoming of the resistance, we go on getting the stronger resistance from the time energy

object and that is the concept behind the evolution. True evolution is considered to happen only when we overcome the resistance to receive the stronger resources from the nature. That is why getting a job or passing an exam are the true evolutions as they increase our resources to evolve.

32. EXAMPLE OF TUNING

- By each overcoming resistance, instance moves closer to the TE object.
- Consider the evolution of amoeba to develop an eye. Amoeba generated a request for an eye. When the request (thought) was strong enough, it reached the TE object by overcoming the resistance.
- The TE object responded to the request and transmitted the thoughts like 'create a cavity for an eye' or 'create retina'. Such thoughts were received by amoeba and eye was formed.
- This is how framework for evolution was developed.

Example of Tuning

As we all know by now, by overpowering resistance, instance moves closer to the Time Energy Object and thus derives stronger vibes to evolve. e.g. Consider the process of evolution of amoeba to develop an eye. First a strong thought was provoked and by over powering the resistance it reached the Time Energy Object. From there in, the Time Energy Object accepted the request and conveyed the message to create a 'cavity for an eye' or 'create retina'. The amoeba was able to overcome resistance and access such thoughts and eye was formed. This is how framework for evolution was bought into existence. e.g. To create a vaccine for AIDS is still in the resistance section (its still trying to tune to the right frequency) once it overcomes this stage, we will get strong intuitions i.e. a solution/medicine/vaccine for it. Consider how the creatures develop lungs. Time Energy object is present everywhere in the surrounding in the form of the periodicity and the energy. It is present in the matter, in the elements, in the compounds. Time Energy object subconsciously realized the properties of the surrounding through the 'realize the surrounding' method. This is a method which can be accessed only by the ancestor object. Thus nature's intelligence present in the individual creature realized the surrounding and realized that oxygen necessary for energizing is present in the water molecule. It is realizing

the body structure of the creature and thus by sending messages through the intelligence property it was able to develop the lungs in the creatures.

33. TUNING BY MEDITATION

- Respiratory system is the manifestation of periodicity property.
- By controlling the breath, we manipulate the breath frequency and hence try to manipulate base frequency of the instance.
- Hence meditation is a tuning technique.
- Similarly prayer by which you match realization of yours with the realization of the god is a tuning technique.
- Thoughts coming out of the intuition are from the TE object.

Tuning by Meditation

As stated earlier, the respiratory system has the periodicity property because it's a continuous process. We can control our breath frequency, thus influencing base frequency of the instance. This proves meditation to be a tuning technique, where one can manipulate its breathing patterns. Similarly, when you pray, you try to sync your realization powers with that of God. This again can be termed as a method of tuning. Meditation makes mind thoughtless and a thoughtless mind has minimum resistance, and hence a stronger tendency to reach solace. When our thoughts overcome resistance, they become our intuitions and these intuitions come from the Time Energy Object, which finally leads us to solace. We attach solace to breath pattern. We deliberately think of solace with each breath and in this way we periodically overcome resistance to reach solace i.e. evolution. Meditation insists on the thoughtless mind. A thoughtless mind has the minimum resistance. By meditation we try to attach solace to the breath pattern. Thus we habitually think of solace with our each breath. We periodically overcome resistance to reach the solace with our each breath. This is how meditation can be considered as a tuning technique. Karma is another tuning technique. Karma is overcoming resistance. Nature object's karma is to help others to evolve. Thus by helping others to evolve or raising the resources of other individuals we can achieve tuning by the karma.

34. MOKSHA

- Consider an example of a soccer player. His ultimate aim is

to score a goal. He dribbles, tackles, gives passes, and remains idle. This can be considered as individual evolution or individual overcome of the resistance, whereas reaching the TE object can be considered as reaching moksha or scoring the goal.

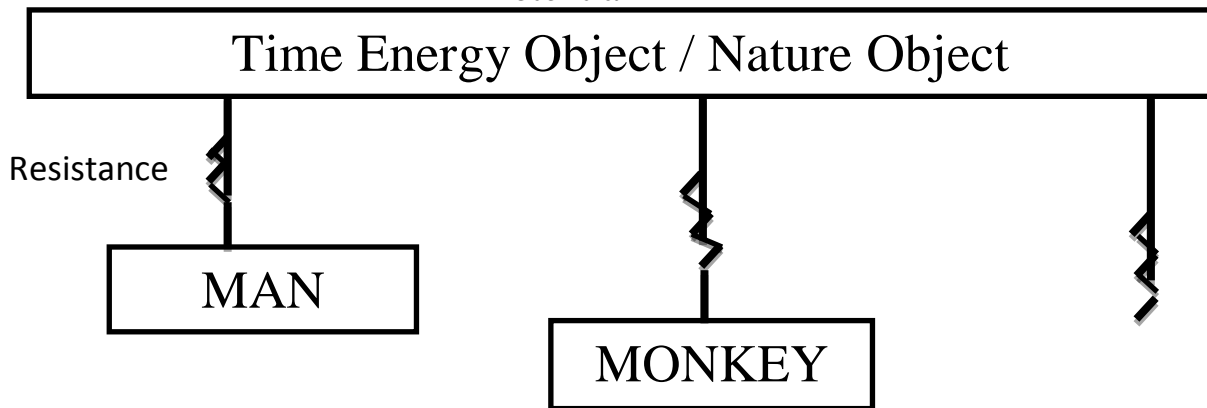
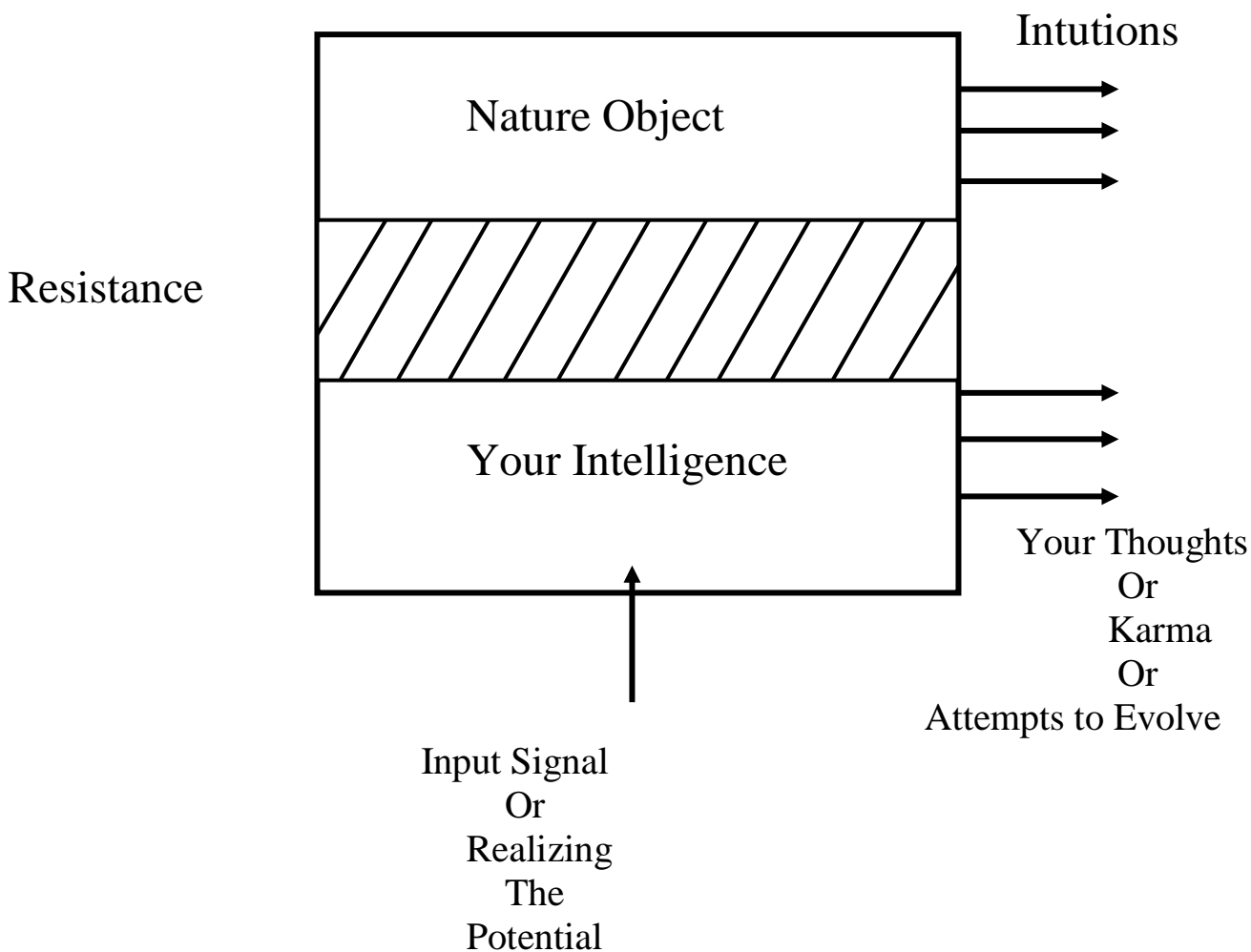
- By each overcoming of resistance, exposure to the TE object increases and hence the feeling of the solace increases.

Moksha

As per Indian belief, moksha refers to salvation. It means to liberate a soul from the repeated cycle of death and reincarnation. One can achieve salvation when he overcomes all the resistance that come his way towards the path of solace. Besides, when we consider moksha as solace, let's take an example of a soccer player. His motive is to put the ball in the goal. With this intention he maneuvers the ball, passes the ball to fellow players, takes it from opponent's team players, etc. This process is known as his evolution or as overcoming resistance and attaining Time Energy Object is observed as attaining moksha or scoring a goal. As we overcome our resistance one after the other, we are bound to encounter with Time Energy Object. When there will be no apprehensions or resistances our thoughts will be clearer and actions more precise. The end result would be greater possibility to achieve our goal/solace.

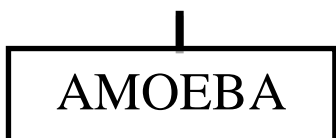
Moksha or solace is the ultimate goal of our life. Our individual evolutions are the parts of our attempts to reach moksha. As we move closer and closer to the solace object, we go on achieving the more solace level for the soul object. One day we will be able to overcome the resistance between the soul and the solace completely and will be able to reach the Time energy object. That is the salvation. By achieving the moksha we become a part of the Time Energy object or the nature object and realize solace to the maximum level. Thus we will realize the solace with each instantiation of the nature object or the god.

SOUL STRUCTURE



35. DIRECTION PROPERTY

- Being a force, Force of Thought has a direction.
- Direction property determines whether evolution is directed towards the TE object or directed away from it. It



determines whether evolution is feasible or not.

- Not all turtles move towards the sea. Some are headed away from it.
- A person committing suicide has direction property directed away from TE object.

Direction Property

Direction is another property of 'Force of Thought'. As it's in the name, 'Force of Thought' force has a certain direction. This force could either be in a right or a wrong direction. The direction property acts as an arbiter that determines whether evolution is directed towards the Time Energy Object or away from it. It states whether there will be evolution or de-evolution. e.g. All turtles cannot overcome resistance and reach solace i.e. All do not move towards the sea, some move away from it. Similarly, a suicide intended person has direction property directed away from TE object. Hence he does not reach solace, in-fact moves in the opposite direction. Consider thoughts of jealousy, hatred, fear, insecurity etc. These thoughts are intended to reach the solace but they will never take you to the solace. This is the de-evolution which causes the force of thought to move in a direction opposite to of the Time Energy object The direction of the force of Thought is from the sensory organs to the intelligence property and from the intelligence property to the action organs. Thoughts which are in the direction of the nature object are considered to be the positive thoughts whereas those in a direction opposite will be considered as negative thoughts. Positive thoughts raise your resources to evolve whereas the negative thoughts will de-evolve you and will cause disturbance or problems in your life. The magnitude and the direction of each thought modulates the base frequency thought. The net result of each individual thought will set the magnitude and direction of the base thought or the base frequency.

36. CONTINUOUS EXISTENCE & PERIODICITY

- Here are some additional properties 'Force of Thought' inherits from Time object.
- Continuous Existence - This is Time object's continuous

existence. Time object has existence from beginning of the universe and will exist till universe exists.

- Periodicity- As discussed earlier, periodicity is a property of 'Force of Thought'. Energy is derived periodically from object's own potential to realize.

Continuous Existence & Periodicity

To add to the list of properties of 'Force of Thought' which includes Position and Direction; Continuous Existence & Periodicity are other properties 'Force of Thought' inherits from Time Object. It is a convention in object orientation whatever is generic in the inherited objects comes from the ancestor object. Time Energy object is the ancestor of the 'Force of Thought' object. Hence generic properties like continuous existence and periodicity and methods like realize and evolve are inherited by the 'Force of Thought' object from the ancestor Time Energy object. Continuous Existence - Time object was existent, is existing, will exist forever, till the universe exists. Simply put, till this world is there will be time object. After death also there is existence between the gap of death and reincarnation, because Time object has continuous existence. This is called Time object's continuous existence. One of the assumptions of this theory is that the Time object evolved to the Time energy object. It exists in the matter, in the surroundings, in the living things and has the existence till the world has the existence. Periodicity - As discussed earlier under periodicity, periodicity is a property of Time object and Force of Thought' inherits this property from Time object. These objects derive energy at regular intervals from its own potential to survive and evolve. In other words Time object periodically derive energy from its own potential to realize and evolve. This is the periodicity property which provides the base frequency to the Time Energy object and the 'Force of Thought' objects.

37. POTENTIAL AND INTELLIGENCE

- Potential- 'Force of Thought' possesses own potential Energy is derived from this potential to realize and evolve.
- Intelligence- Intelligence property is just like a black box. It accepts the input and gives output. Output is in the form

of commands like retrieve data, store data, move, talk etc. Commands when combined with brain or genes give rise to thought. Brain is manifestation of intelligence property. All memory related operations are performed by intelligence property. Compiler and interpreter are also provided by intelligence property.

Potential and Intelligence

Potential - This is a property of 'Force of Thought'. Every living object has the potential to realize and evolve. Some may have less and some have more. But ultimately they all have one goal i.e. Reach solace. 'Force of Thought' procures energy from this potential to achieve realization and evolution. Force of Thought object carries the Potential. It is the potential carrying object. It is not the potential object. An electrical battery available in market is a potential carrying object. 'Force of Thought' object is nothing but a battery. In its each manifestation, potential is distributed over the live cells and the neurons. Between its each instance, it carries enough potential to fertilize a sperm or a seed. Intelligence - Another property of 'Force of Thought'. Intelligence can be explained as to take the input and give the output through your action organs. e.g. A Black Box accepts inputs i.e. information, processes it and give a calculated output. The brain is a manifestation of intelligence property. All intellectual or memory concerned actions are performed by this intelligence property. The brain assembles information from various avenues, bifurcates it and comprehends this information accordingly. This function is feasible only because of the intelligence property. Intelligence property is property of the energy or the property of the 'Force of Thought'. It is not the property of the hardware or the body. Genes are different from the intelligence property. Genes provide the hardware properties just like conductance of an electrical bulb.

38. CONCEPTS FROM GEETA

- Let us see how some of the concepts from the holy Geeta can be explained using this theory.
- AAtma or Soul- Battery or potential carrying object which produces 'Force of Thought' is aatma.
- Reincarnation- Reincarnation means re-instantiation of

'Force of Thought' object.

- Karma- Overcoming resistance to reach solace is karma.
- Maya- Maya is the resistance to reach solace.
- Moksha- Reaching the Time Energy object is the Moksha.
- Punya- Advancement of 'Force of Thought' object in the direction of the TE object to derive stronger resources is punya.

Concepts from the holy Geeta

Aatma or Soul - As discussed in the 1st chapter, a soul can be considered as a battery or a potential carrying object which instigates 'Force of Thought'. As in case of a torch, the battery is caring the potential to carry energy to produce light. Re-incarnation - Re-incarnation means re-instantiation of 'Force of Thought' with new position property. In other words, when a living object dies, the soul leaves the body i.e. 'Force of Thought' vanishes too. When that soul moves into another body, 'Force of Thought' is too re-installed in that body with a new position property. Karma - Karma are one's actions of good and evil during the journey called life. Through deeds of charity, honesty, goodness; an individual overcomes resistance and reaches solace. Our Karma molds our destiny i.e. our past and present deeds influence our future lives. Hence it is said, 'you are the writer of your own destiny'. Maya - The overcoming of resistance to reach solace stated in the previous segment, this resistance is nothing but 'Maya'. Maya refers to anything that holds us back from fulfilling a task and reach solace. Maya could come in form of love, jealousy, hatred, pride, etc. Once we breakthrough the shackles of Maya, we achieve solace. Moksha - As stated in the earlier passages, moksha is liberation. Librations from life and death, good and evil; and attain pure bliss. When an individual overcomes resistance called Maya, he is able to reach higher levels of solace. This is called as attaining Moksha or salvation. Punya - Punya refers to goodwill, that you earn during a lifetime. Through punya, 'Force of Thought' overcomes Maya and advances towards higher levels to get stronger resources and positive vibrations from time energy object to evolve

E. CHAPTER 6

39. SOME RANDOM THOUGHTS.

Some Random Thoughts

Intelligence property or the compiler accepts the input and gives the output in the form of thoughts. More close the object to the Nature object, more efficient is the compiler and stronger is the tendency to reach the solace and more intelligent is the individual. More intelligence simply means that more thoughts are in the direction of the nature object.

Activities like digestion, blood circulation are performed by the intelligence property using object's own potential and brain. Supportive properties are provided by the genes.

After heating the filament, the bulb glows. The supportive property of the conductance is provided by the bulb hardware for its manifestation. Gene's code is no longer valid after the death hence genes and the intelligence are two separate entities. Since evolve method is provided by the software or the intelligence property, compiler is also provided by the intelligence property. When a dog feels thirsty, it realizes the potential, its sensory organs give input to the intelligence property. Intelligence property generates thoughts like run, see water and drink. This is the overcoming the resistance. Force of Thoughts executes the commands or thoughts. Way in which the potential is realized determines the direction of the Force of Thought.

The Timer reads the compiler output and executes it. The read and the execute method is called periodically. It is the battery or the soul which is realizing and the battery or the soul which is evolving.

40. INTELLIGENCE PROPERTY

- Intelligence property or compiler accepts the input and produces the output in the form of thoughts. More close the instance to the TE object, more efficient is the compiler enabling object to reach solace more often.
- More intelligent is the individual, more efficient is the compiler; more is the tendency to reach the solace.

Intelligence Property

The characteristic of intelligence is very crucial in the realization and evolution of an individual. Without the gift of intellect, an individual is like a car without steering. The intelligence property steers the individual in the correct direction on the path of solace. It accesses the information

received from various sources and gives the processed output in form of thoughts. As the instance overcomes resistance it moves nearer towards the Time Energy Object and more powerful becomes the intellectual property to attain solace. There are individuals with different levels of intelligence, hence some evolve faster than the others. When an individual is more intellectually upgraded, its ability to compile and execute is more powerful, thus its probability to reach solace increase.

Intelligence property provides the compiler. It senses the input from the sensory organs and generates commands or the force to execute the output. The force to reach the solace is generated by the intelligence property. This force when uses the genes hardware becomes the commands. Commands might be like 'retrieve the data', 'store the data', 'move', 'talk' etc. These commands when use data stored in the brain become the thoughts and this is how intelligence property generates the thought.

More close the instance frequency to the nature object's frequency; more stronger is the intelligence and more strong is the tendency to reach the solace. Pele's intelligence is the strongest among the football players and that is why he could generate more intuitive thoughts while playing enabling him to reach solace.

41. GENES

- Hardware or supportive properties to intelligence are provided by the genes.
- Bulb has to have resistance property to glow. Similarly intelligence needs supportive properties in the form of genes to manifest.
- Genes structure is no longer valid after the death. This means that some property of life (or 'Force of Thought') is using the genes code to instantiate. This is the intelligence property.
- Genes do not have control over the instance of a command. This control is possessed by the intelligence property.

Genes

Genes provides the hardware property or supportive property to the intelligence property. Hardware property includes height, color, physical features, skills, etc. e.g. A

bulb has the property of resistance which causes it to glow. Here resistance is the hardware property of the bulb. Similarly intelligence requires these hardware or supportive properties in the form of genes to evolve. The structure of genes is of no use once an individual dies. This simple implies that 'Force of Thought' employs the genes code for the purpose of instantiation. This whole process is regulated by the intelligence property. Various actions that an individual performs, e.g. walking, talking, dancing, drawing, etc. are not controlled by the genes structure; genes do not have power over execution of a command. It is the job of the intelligence property to use the hardware property of the genes to carry out the required operations.

Genes do not have control over the instance of a method. When you will execute a particular evolve method is not mentioned in the genes. It is the intelligence property which determines the instance of the execution of the method. Intelligence property responds to the input from the sensory organs and executes the output.

Further, the evolve method is nothing but the work done or the effort. It is observed that the actual work is done by the intelligence property and not by the genes. It is the energy potential which is doing the work. In other words, the battery or the soul is doing the work.

42. PROGRAMMING

- Program is the set of instructions following a specific rule or a sequence. Output of the intelligence property follows the sequence determined by the intelligence property.
- Timer is a concept of programming.
- Framework or Ancestor script is provided by the TE object.
- Evolve method is recursively called for each overcoming of resistance.

Programming

In computer programming, a program is a series of coded software instructions following a specific rule or a sequence to control the operation of a computer. In a similar fashion, our brains are also programmed in order to execute the output in a sequence determined by the intelligence property. As discussed earlier under 'Timer', timer is a concept of programming. A timer is installed in computer

programs. This timer is set at a particular frequency (e.g. 1 sec, 2 sec, 0.5 sec) to accomplish a given operation. The timer comprehends on the specified frequency and carries out the specified code at regular intervals. Framework or Ancestor script is provided by the Time Energy object. The Time Energy Object provides a certain framework for it to achieve evolution, the intelligence property of the individual provides the ancestor script to help towards reaching solace. Further the instance from Time Energy Object, stronger is the resistance and weaker is communication between the giver and the taker and vice-versa. As an individual evolves, it means that he is overcoming resistance or it can be said that as a individual overcomes resistance, he moves in direction of evolution. Evolve method is recursively called. This means that evolve method lies inside another evolve method. For example, when we are returning home from work, we catch a bus; wait till our destination is reached. All these are individual evolve methods which are called inside a bigger evolve method. This is the recursive calling.

43. CONCEPT

- Concept or definition for instantiation lies in thought.
- Whatever exists is a manifestation of thought.
- Time object evolved to Time Energy object through great force which has to overcome a great resistance.
- The evolution of Time object took place through Big Bang.
- Consider a stone. Cause for creation of a stone is volcanic eruption. Cause for volcanic eruption is the imbalance in gravitational force and the earth revolving around its own axis. Cause of this effect is the Big Bang. And cause of the big bang is the thought or evolution of Time object. Hence concept behind the creation of a stone lies in a thought.

Concept

Any object comes into reality or is instantiated through definition or concept. Concepts come in form of thoughts. Whatever is present around us is a manifestation of thoughts. It can be anything that is natural or artificial objects, e.g. stones, mountains, rivers are forms of natural objects, whereas buildings, roads, television, etc. are artificial objects. As we discussed under 'Time Energy object', Time object evolved to Time Energy object with Big

Bang / great force for which it had to overcome great resistance. This theory is based on the assumption that evolution of Time object took place through Big Bang. To comprehend the term 'Big Bang', let's understand its origins. Big Bang is a theory, which claims that the world came into existence with a bang/ great force. The Big Bang model or theory is the popular cosmological theory of the early development of the universe.

For instance, consider a stone, from where did the stone instantiated? The reason behind its occurrence is volcanic eruption. The cause for volcanic eruption is the imbalance in gravitational force and the earth revolving around its own axis. And the cause of this effect is the Big Bang. And cause of the Big Bang is the thought or evolution of Time object. Hence concept behind the creation of a stone lies in a thought.

Thus the concept, the class or the blueprint for creation of any object lies in the thought. The thought may be artificial or natural. Big bang is the natural thought which evolved Time object to Time Energy object by realizing the potential and overcoming the huge resistance.

44. OBJECTIVE

- Objective of this book is to project certain facts. These are as follows—
- Biological evolution is intelligent design to facilitate evolution of underlying 'Force of Thought' object.
- Soul is an object with realize and evolve method.
- Astrology can be co-related with science.
- The Ultimate aim of life is to reach or tune to the nature object.
- Stronger resources for evolution or for life can be derived from the nature by tuning techniques.

Objective

The purpose behind writing this book is to throw light on certain facts as follows: When an individual evolves physiologically and psychologically, it follows a very well planned intelligent pattern to accelerate evolution of the underlying object i.e. 'Force of Thought'. Soul or 'Force of Thought' is an object, which has the capability to realize and evolve. It is not yet proven as Astrology to be a branch of science but some of its theories correspond with science.

e.g. The relation between the clock striking 12 o'clock noon to the position of the sun to be at the top of the sky. Eventually the aim in life is to reach solace. For this an individual has to tune it's frequency in direction of the nature object, through its karma. By overpowering resistance, through proper tuning techniques, an instance moves closer to the Time Energy Object and thus derives stronger vibes to realize and evolve. One of the objectives of this book is to create awareness about the yoga. Knowledge or the science of the soul is nothing but the Gyanyog. Worshiping or praying the god, which is a tuning technique, is nothing but the Bhaktiyog. Providing service to the humanity and helping others to evolve is the Karmayog. And meditation, the most effective tuning technique is the Rajyog. By practicing these yoga techniques, one's ultimate aim should be to evolve or to reach the time energy object or the moksha. This is what actually the 'Purpose of Life' is.

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