[2.8 What is Abstraction? Curriculum Page](https://course.mobilecsp.org/mobilecsp/unit?unit=1&lesson=61)

Answer the following questions:

1. Write an explanation of abstraction, including at least one example, in your own words.

**Answer**

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| An abstraction is a general representation of something that doesn't need to include everything only everything that needs to for the product to be useful. An example if an abstraction could be a map, this is because the map only shows what is needed to get from one spot to another |

2. Give 2-3 examples of abstractions in everyday life not identified in the lecture.

**Answer**

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| One example of an abstraction could be a graphic organizer, the graphic organizer condenses all the information needed to write an essay or something else. Another example of an abstraction in daily life would be a schedule, the schedule condenses activities into more broad categories only showing when and where something is, making it easier to tell where and when you need to be somewhere. |

3. Consider an example of software, a mobile application, or a web site and explain how it is an abstraction

**Answer**

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| An example of an abstraction is when making a game in UE4 the programmer can make variables or functions to condense certain parts of code into single blocks and being able to carry one function out, without having to copy and paste the same few lines of code over and over. |