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W04 Abstraction Articulate Essay

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In the language of C#, Abstraction is when you turn a code that is made up of multiple lines in each class attribute into a more simple code. It contains code that is comprised of a few lines of code in one or two attributes rather than multiple attributes. One benefit of abstraction is that it makes it easier to both understand how the code is written out and each of its class attributes in the program. When you use abstraction in a program, you write a simple code in which normally is written out as a detailed-oriented project.

One way I can apply abstraction to real-world solutions is making the code in each class as simple as I can. For example, when there is a complex project such as a database that is usually written out in thousands of lines of code including multiple attributes, I can use the method of abstraction to reduce many of these lines of code into more simple class attribute groups that make it easier to understand. For this week’s project I used a code of abstraction in the Journal.cs file. I wrote the public void DisplayEntries() attribute with just 3 lines inside of the box. Often times, it would be written with multiple lines of the code, but I called the foreach (Entry entry in entries) to call the entry.Display1Entry() function. The \_entries list stores the entries given by the user, so that the answers don’t have to be called in a second time.