Abstraction is a concept that refers to simplifying things in order to focus on what something does rather than how it works. For example, if you had a program that needed to be able to keep track of a bunch of animals, you could create individual functions and variables for each animal, or you could create an animal class that has all the necessary variables and functions. Then, when you need your program to access some data or perform an action that pertains to the animal, you can just use the class. This way you don’t have to remember what every individual function and variable is because it’s all packaged nicely within a class that’s easier to understand and access. Another simpler example of abstraction is domain names; every domain name is associated with an IP address, but the domain names are much easier to use and understand.