Well, I think that abstraction is simplifying something or someone when we reduce some text or something with value. Still, it is to see a perspective more clearly, it is like when we make a resume in class, you use it to study only the more important, a good student studies his note and not the entire text because it is so big.

In the programmation, we can see this when we write classes or make different files to put different functions. We make it to change things too fast and in order, when you need to add more things to code only you need to change a class or variable and not all.

In my project that I did it week, the abstract is easy to see because I made different files cs and sent all the information to the principal main Programin.cs

But in this work, I will show you a part of the code:  
  
 switch (choice)

{

case 1:

journal.WriteNewEntry();

break;

case 2:

journal.DisplayJournal();

break;

case 3:

journal.SaveJournalToTxtFile();

break;

case 4:

journal.LoadJournalFromTxtFile();

break;

case 5:

System.Environment.Exit(0);

break;

default:

Console.WriteLine("Invalid choice. Please try again.\n");

break;

}

}

When you see it probably think is too easy programming but the true every case has a different code to make different things, only we put together this little function to make the code bigger.