What is Abstraction?

The Abstraction is the way to make complicated process in simples, that help you or other users to use in an easiest way this process, hiding the complex characteristics but leaving enough to understand what it is for.

The abstraction helps you to focus in what are you doing and for what, without the necessity to know how works all the functions, methods and classes of your code or from third parties.

An example of this could be the built-in functions of the programming languages, that we don’t really know how it works but we know for what you can do them.

In my code in this week an example of abstraction could be the method of the class Journal called SaveToFile.  
This method saves your entries in a file that you previously pass its filename. The users of this program or even other developer could don’t know how its works, but they will know that this function save your entries in a file. This is the code of that method, that also contains functions that I don’t know how really works, but allows me to create this method.

//The method in the class Journal

public void SaveToFile(string file)  
    {  
        using (StreamWriter outputFile = new StreamWriter(file))  
        {  
            foreach (Entry entry in \_entries)  
            {  
                outputFile.WriteLine($"{entry.\_date},{entry.\_promptText},{entry.\_entryText}");  
            }  
        }  
    }

//How it is implemented in the program

else if (inputMenu == 4)  
            {  
                Console.Write("What is the filename? ");  
                string filename = Console.ReadLine();  
                myJournal.SaveToFile(filename);  
            }