The definition of ‘Abstraction’ is ‘The quality of dealing with an idea rather than an event.” When using abstraction in programing we are taking the inner workings of the program and separating it from the use. This not only helps us program better by being able to break up components of the program but it also simplifies it.

An example of use of Abstraction in programming is when you have a program that calls print in python. Print() is an abstraction of hundreds of lines of code in C all summed up into one word, print(). In C# the same example is the console.write() function.

Most systems of abstraction are used within classes. The program calls a class to run abstracted functions/methods.

Here is an example of code abstraction in the prove/devolop02 project.

Display display = new Display();

display.DisplayJournal();

This code creates a new display object from the Display class and then uses the abstracted function within the Display class of .DisplayJournal().

By Joshua Sooaemalelagi

CSE210