**Abstraction – Articulate**

Abstraction is the first principle of programming with classes, it is the process of converting complicated ideas into simple ones. This helps us to be tidy and have a cleaner code with fewer lines of code when programming.

One of the benefits of abstraction is that it gives us the opportunity to remove non-essential features from our program. When creating a class, we have the opportunity to define attributes and methods that will make the program much simpler.

An example would be to make purchases in a web page, for it there are different characteristics that are given as we go into it, without abstraction it could not be so simple.

An example code could be the following:

