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CSE210 – Abstraction Explanation

The abstraction is making and transforming complex things into simple and basic. That is the simplicity of using something from and behind complicated processes. In this week, we learned about the abstraction and had the opportunity to make a C# journal program. In reality, many people want to make a personal journal, but because of so many obstacles and possible barriers like of being forgetful, busy, no time enough to do so and etc. that people can’t do or make a journal that is why that only few people can have a personal journal in reality. Now, to resolved that problem of having a personal journal, we, the student of software development, created a computer app that can help people to make a journal that make it easier, comfortable and timely to input, even daily activities in that journal app. That computer journal application eliminating all the barriers or hindrances in making personal journal. Now, talking back about abstraction, this is what we call as abstraction or simplification. You know why? Having a computer journal application to input daily activities inside that computer journal application is very easy now, and all the hindrances, possible reasons and obstacle to make personal journal was done away. And on the other hand, this computer journal application is very easy to operate by the end user to input activities as their personal journal but the end users never know the process, the complexity of the code, the logics, the operation and many more in order to make that computer journal application possible. Me, personally, almost 3 days to finish that program, I am studying the learning materials and watching tutorial videos but the end user can only simply open the program and just input the whatever activities and the program can save their inputs with dates and filename and anytime the end user can able to retrieve it.

There are many examples of abstraction, in everyday, we are using abstraction in our lives. In our journal app, code below are the examples of abstraction, if the user want to save entry, the app will ask user filename, and then the app will the entry.

Console.Write("What is the filename? ");

string filename = Console.ReadLine();

journal.SaveToFile(filename);