Abstraction is breaking down complex ideas into simple parts. Unnecessary details are removed so only the necessary parts remain. One of the ways this is accomplished in programming is by using classes.

One of the benefits of abstraction in programming is that a user can readily use something such as a class that is already programmed without having to rewrite all the coding necessary for that class. An example was given of the print function being a class. It was explained that over 3000 lines of code created the print function that we use in coding. We are saved from writing those 3000 lines of code.

An example from my code is the class JournalPrompt:

public class JournalPrompt

{

    public static string[] \_prompt = {

        "What was something you learned today?",

        "Who did you talk to today?",

        "Who called you today?",

        "What was something funny that happened today?",

        "Who did you help today?",

        "What is something you want to remember from today?",

        "What did you read in the scriptures today?",

        "What did you grow today?",

        "what did you accomplish today"

    };

    public List<string> \_journalPrompt = new List<string>(\_prompt);

    public JournalPrompt()

    {

    }

    public void Display()

    {

        var random = new Random();

        int index = random.Next(\_journalPrompt.Count);

        string journalPrompt = \_journalPrompt[index];

        Console.WriteLine($"\n{\_journalPrompt}");

    }

    public string GetPrompt()

    {

        var random = new Random();

        int index = random.Next(\_journalPrompt.Count);

        string journalPrompt = \_journalPrompt[index];

        return journalPrompt;

    }

}