Jeremiah Franco

Brother Hayes

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Abstraction

What is Abstraction? In object-oriented programming we use abstraction to break down the objects into simpler forms. This allows us – the programmers – to have easy access and knowledge to the objects that we are trying to program about. That is one of the biggest benefits of abstraction. Just imagine if we were trying to code information about the company Tesla. There is a lot of things that happen in Tesla and if we try to write everything about Tesla without separating their company into categories, it will take you a long time to try to figure out what to write about Tesla. If we break Tesla down into multiple categories that we could talk about, it would be a whole lot easy to discuss about Tesla. We use abstraction a lot in our everyday lives. Whether it be shopping, looking through files, etc. we use abstraction to try to describe the object.

With our recent develop project for this class, it was necessary to use abstraction. There are a lot of things that we use to describe a journal entry. For example, we have the question, what the user will write out, what kind of journal is it, where will it be saved, etc. Each of those categories can be broken down into simpler categories that could help us to figure out what is going on within each “class”.

If I were to have a class on Tesla models it would look something like this:

Public class Model

{

Public name()

{

“x”

}

Public specs()

{

“x”

}

Public Display()

{

“x”

}

}

I was able to break down the models into different sub categories to help me figure out what data is important for the object – Model. Abstraction is great in helping us programmers to make programming an object much simpler. Without abstraction, we would have a hard time trying to figure out what are we going to code about the object that we are given.