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WDD 210 – Programming with Classes

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**Explain the principle of Abstraction**

Abstraction in regards to programming is simple taking complex ideas and simplifying them – ideally by breaking them up into their essential parts. This can be very beneficial when working with large programs, or ones containing many external or differing parts. If you try to stuff a program full of everything in one spot, it will become cluttered and has the potential to break easily (and badly). Abstraction can help separate and simplify the parts – leading to easier fixes, changes, and sharing clarification. It can also be used as a framework if you are wanting to share code across different programs.