My understanding of abstraction is it is a concept in programming that simplifies and stores coding using objects, members and methods. It highlights the high-level functionalities and does not expose the complex details.

A key benefit of abstraction is that it allows a programmer to update one part of the system without impacting the others because it separates each concern. Abstraction also simplifies the interaction for the end user.

I loved the example that the learning material used of the blinds and trying to find different measurements of each blind in each section of the house. It becomes simple to measure the height and width of each window and store it based on the room of the house. This way, someone measuring their home to fill it with blinds have exact measurements save to make blinds shopping much easier.

class **Program**

{

    static void **Main**(string[] args)

    {

**Console**.OutputEncoding = **System**.**Text**.**Encoding**.UTF8;

**Journal** myJournal = new **Journal**();

        string date = **DateTime**.Now.**ToShortDateString**();

*/\*JournalEntry entry = new JournalEntry("Prompt", "Response");\*/*

        while (true)

        {

**Console**.**WriteLine**("\n--- Journal Menu ---");

**Console**.**WriteLine**("1. Write a new entry");

**Console**.**WriteLine**("2. Display journal");

**Console**.**WriteLine**("3. Save journal to file");

**Console**.**WriteLine**("4. Load journal from file");

**Console**.**WriteLine**("5. Exit");

**Console**.**Write**("Choose an option: ");

            string choice = **Console**.**ReadLine**();

**Console**.**Clear**();

            switch (choice)

            {

                case "1":

                    myJournal.**AddEntry**();

                    break;

                case "2":

                    myJournal.**DisplayEntries**();

                    break;

                case "3":

                    myJournal.**SaveToFile**();

**Console**.**WriteLine**("Journal save successfully!");

                    break;

                case "4":

                    myJournal.**LoadFromFile**();

**Console**.**WriteLine**("Journal loaded successfully!");

                    break;

                case "5":

**Console**.**WriteLine**("Goodbye!");

                    return;

                default:

**Console**.**WriteLine**("Invalid option. Please enter a number between 1-5.");

                    break;

          }

    }

}.

In conclusion, abstraction is key for managing complexity and improving the structure of a program to allow it to be more usable and focus on high-level functionalities.