**8. What is Abstraction and give examples from your automation?**

- Abstraction is a concept in object-oriented programming that focuses on showing only the necessary features of an object and hiding the unnecessary details. It allows to define the structure of an object and how it behaves, without getting into the implementation specifics. This can be achieved by using Interfaces and Abstract classes.

**Interface:**

- An interface in Java is a contract specifying a set of methods that a class must implement if it implements that interface. It defines what an implementing class should do but not how it should do it. It's like a blueprint.

**For example:**

- In our framework, we've defined two interfaces called "Browser" and "Element". These Interfaces outline a set of actions that the class implementing them must perform. For instance, in the "Browser" Interface, we have a method named `locateElements()` which is then implemented in our framework using SeleniumBase, providing the actual functionality to locate elements in the browser.