**My name is Sergio Bravo** and I'm here to explain what abstraction means. Abstraction in programming is widely used to simplify the projects we develop. Thanks to abstraction, a great development can be reduced to only the main ideas. One benefit of extraction is that we can maintain it and work collaboratively with other developers without affecting the entire development. Thanks to the names of the functions and classes, we can divide the main tasks and work separately on development.

I will give an example. In the example of the Journal the development was about making a personal diary, and the abstraction was to think about how the task would be divided, on the one hand we had the entries, on the other the questions and the saving and loading of the diary, finally the union of everything calling it from the Program class

Here my code calling the classes

Texto

Descripción generada automáticamente

So we can see how we define Journal classes using abstraction, we have divided the main ideas into Add Posts, View Posts, Delete Posts, Save Entries and Load Posts, as you can see here they are only invoked, but their development is elsewhere thus facilitating their team collaboration without affecting the work of another.  
I hope I have made myself understood and not said anything wrong.