Abstraction is a method of taking a complicated idea and breaking it up into simpler, easier to manage ones. It is the root of programming with classes. Essentially, it allows you to work on several simplified sets of code instead of having to program out every detail at once. Abstraction gives us the ability to work in a specific class without having to change the other parts of a program that use that class. A good use of abstraction is using a class with a method to store a list of new user entries. Like the following:

public class Journal

{

private List<Entry> \_entries = new List<Entry>();

public void AddEntry(Entry newEntry)

{

\_entries.Add(newEntry);

}