Abstraction

Abstraction, in regards to programming, is the process of simplifying a complex idea while maintaining the essential parts of a program necessary to make it function.

One benefit of abstraction, for the purposes of this class, would be condensing hundreds of line of code into a couple lines. Programs would be cleaner and more organized, reducing the risk of repetition or error. Also, it could help your program potentially run faster.

An application of abstraction would be using a cell phone. All the user would have to do is type in someone’s name or phone number and it would connect their call. There are many inner workings a user does not have to deal with such as systematically locating a person in their phone, having their phone read their input, or the satellites/Wi-Fi it would take to maintain a connection.

A code example from my program would be:

journal1.Display();

which displays journal entries previously entered by a user. The entries are stored in a text file along with their time stamp; a class and behavior make it possible to view this information.