

504 - Abstraction

The Abstraction Principle is one of the most fundamental principles in engineering.

It states:

The interface of a component should be independent of its implementation.

A component could be a hardware or software component.

The interface of a component is the user's view of the component, while the implementation is the developer's view. If a component is designed following the Abstraction Principle, then the user doesn't need to understand how a component works in order to use the component and the developer can modify the implementation without notifying the user.

