Abstraction is the action of removing unnecessary elements from a code, making it look cleaner, and reducing the specific details, so it’s easier to understand. The example of a Human is often used, and how it was taught to me so I will explain it using that. Let’s say we are designing a human in c#. We need them to have a first name, last name, a height. It would be difficult to write down every single human, (especially if we have multiple) so it’s easier to create an abstract class, kind of like a blueprint, so that when we create the humans (object), it looks cleaner. For example;

Abstract class humans

{

Public string firstName {get; set{

//same for other ones

public Human (string FirstName, string LastName, int Height)

{

firstName = FirstName;

lastName= LastName;

height = Height

}

// now we can just do this

Human human1 = new Human

Human.FirstName = Sophia

///.. ect and go forth

}

Abstraction makes it easier to create other things later in the code, and makes it easier to understand.