Abstraction

By Tim Zufelt

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The concept of abstraction can be boiled down to a simple idea. The process of hiding the internal details of an application from the user or developer to make a simpler version of it. Abstraction is used to describe the thing in a simple term. Take the function “print” in python. This function is an abstraction. As the developer I only see and use the “print” function but in the background, it is quite complex take up code and tasks I don’t see. We live in a world where abstraction is the norm.

In the code snippet or configlet you can see how abstraction is being used.

class Entry

{

public string prompt;

public string response;

private string date;

public Entry(string \_date, string \_prompt, string \_response)

{

date = \_date;

this.prompt = \_prompt;

this.response = \_response;

}

public void DisplayEntry()

{

Console.WriteLine($"{date}: {prompt}\n{response}\n");

}

public string GetEntryAsCsv()

{

return $"{date}|{prompt}|{response}";

}

}

I created a process where a user is writing in a Journal Program and when they enter in the text the program puts a date stamp on the test to show the user what day they wrote the text. In the main program I call on the phrase “Entry” which references this snippet of code. That is abstraction in its simplest form. Taking something complex and making it simple to use.