Abstraction is a concept in software engineering, which refers to transforming a complex system, object or behavior into a simpler or concise one, making it easier to understand and operate.

This makes it easier for engineers to modify or update the program, and at the same time, allows the program to hide some details that do not want to be known.

For example, when writing a journal program, set an Entry class, set the journal as 4 variables: \_date, \_weather, \_prompt and \_entry to store, and set a Display method() to display the journal. By operating this class and method, the program can be more concise and easy to understand and use.

Here is the code:

public class Entry

{

public string \_date;

public string \_weather;

public string \_prompt;

public string \_entry;

public void Display()

{

Console.WriteLine();

Console.WriteLine($"Date: {\_date}, Weather: {\_weather}, Prompt: {\_prompt}");

Console.WriteLine(\_entry);

}

}