

3.1 Abstraction and Program Design

Name: _____ Class: _____ Date: _____

Total: 8 marks

KEY WORDS abstraction 抽象 • method decomposition 方法分解
• procedural abstraction 过程抽象 • overloading 重载

Objective

Build the skills to answer exam questions on **abstraction and program design**.

You must be able to:

- describe **abstraction** 抽象 as hiding details to focus on the main idea
- explain how **procedural abstraction** 过程抽象 lets code use a method by what it does
- break a large problem into smaller behaviours using **method decomposition** 方法分解

1 Worked examples

Study these first. Each one shows the method for a question type used later.

■ Abstraction

Abstraction hides details so you can focus on the main idea of a problem.

■ Procedural abstraction

Lets you use a method by **what it does**, not **how** it does it — you can call `Math.sqrt` without knowing its internal algorithm.

■ Method decomposition

Break a large problem into smaller, well-named methods, each handling one behaviour.

2 Practice

2.1 Define abstraction.

[1]

2.2 State what procedural abstraction lets you do. [1]

2.3 State what method decomposition means. [1]

3 Exam-style questions

3.1 Abstraction means [1]

- | | |
|---|---|
| A | B |
| C | D |
- A** adding more detail
 - B** hiding detail to focus on the main idea
 - C** running faster
 - D** a syntax error

3.2 Using a method by what it does, not how, is [1]

- | | |
|---|---|
| A | B |
| C | D |
- A** overloading
 - B** procedural abstraction
 - C** casting
 - D** recursion

3.3 A large program is split into small methods, each doing one task.

- (a) Name this approach. [1]
- (b) State one benefit. [1]
- (c) Name the idea of hiding detail. [1]