1. Map Lookup Operation:
    - Maps use a **lookup operation** to find whether a key already exists in the map.

2. Default Value for Keys:
    - When a key is entering in the map for the first time the map inserts the key with a **default value 0 for int type keys .**

3. Updating Values:
    - **The ++ operator is responsible for incrementing the values of the key.**
    - For example:
        - If the value for `key = 2` is `0`, // 2 entering firstly
          `freq_map[2]++` updates it to `1`. // key = 2 , value = 1

        - If the value for `key = 2` is `1`, // 2 entering second time
          `freq_map[2]++` updates it to `2`. // so here only value get incriments by 1 so key = 2 , value = 2
4. Efficiency:
    - Maps use data structures like Red-Black Trees to efficiently perform lookup, insertion, and update operations in `O(log n)` time.

Key : stores uniqe data // original data

Values : info about keys // metadata