What are the uses of the “this” Keyword Inside the curled brace of a Map's Method?

On its own it allows us to Summoning all the values stored in the Map.

With a dot|.|glued to the right of the “this” keyword, It allows us to summon the assigned values of the Map, By gluing the assigned value’s Key to the dot.

Allows us to create a Brand new Key/Value pair, By gluing a dot|.| to the right of the Keyword, And then gluing the name of The New Key to the right of the dot|.|alongside a equal operator|=|to the right of name, And then assigning a value to the newly created Key.

Note for Creating New Key/Value pairs: Be sure to use the return ; keyword to make sure the Key/Value pair is added to the Map, And when doing that, Be sure that you summon the New Key/Value pair with the “this” keyword.

Note 2 for Creating New Key/Value pairs: Before summoning the Key/Value pair that you created with the “this” keyword, Be sure to apply the Assigned Function of the Map, So the Key/Value pair is processed.