**Corner Grocer Item-Tracking Program Documentation**

**Design Overview**  
The program is a menu-driven C++ application designed for the Corner Grocer to analyze item purchases. It reads data from an input file, calculates item frequencies, displays results, and generates a histogram. The program incorporates the following features:

1. **Load and Backup Data**
   * Items from the input file (CS210\_Project\_Three\_Input\_File.txt) are loaded into a map data structure.
   * A backup file (frequency.dat) is created to store the item frequencies.
2. **Functional Menu**
   * Option 1: Search for a specific item and display its frequency.
   * Option 2: Display all items with their frequencies.
   * Option 3: Generate a histogram of items using asterisks.
   * Option 4: Exit the program.
3. **Class Structure**
   * The program uses an object-oriented approach with a GroceryTracker class.
   * Private attributes include the map to store frequencies.
   * Public methods allow menu operations like search, display, and histogram generation.