```
Void explainUSet () {

        unordered_set <int> st;    // Same as set only one
                                   // thing is NOT 'sorted'
}                                  // but unique.
```

```
// lower_bound and upper_bound function
// does not works, rest all functions are same
// as above,  it does not stores in any
// particular order it has a better complexity
// than set in most cases, except some when collision happens
```

$$T \cdot C \Rightarrow O(1)$$

$$Worst\ Case \Rightarrow O(N)$$