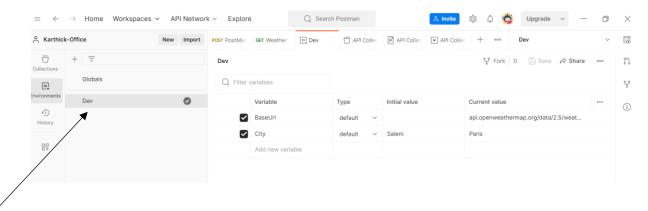
Create Environments With Variables



Use Environments With Variables

