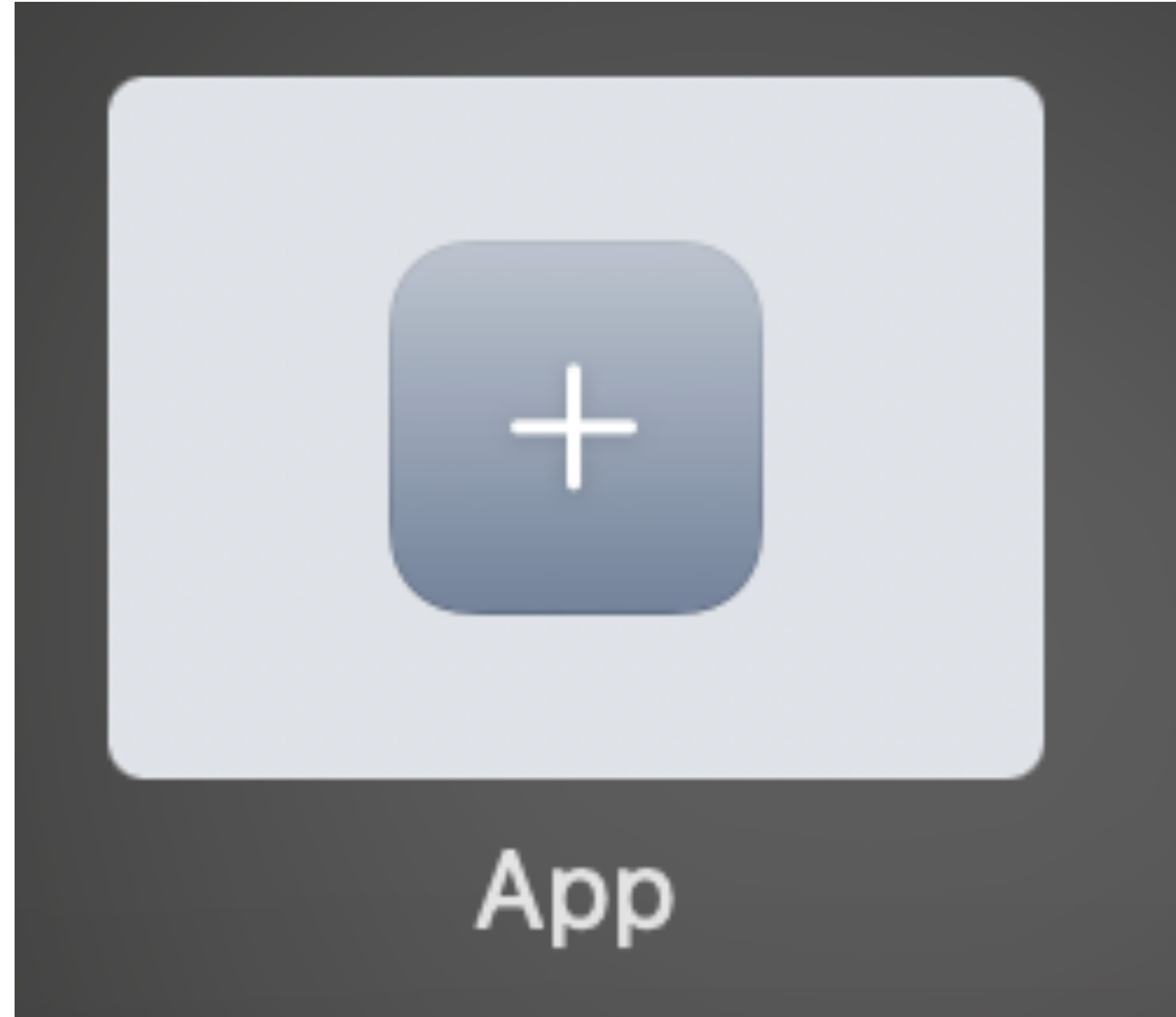# Create a new project!

Give it a try! Create a variable that stores string!

```
var name = "John Doe"
```
String ⟶ ▬▬▬▬▬