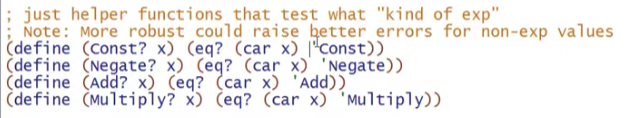
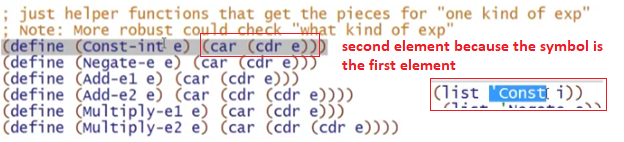
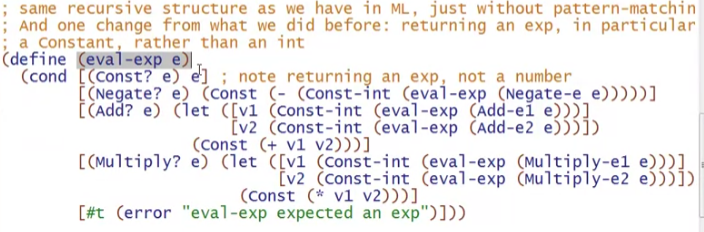


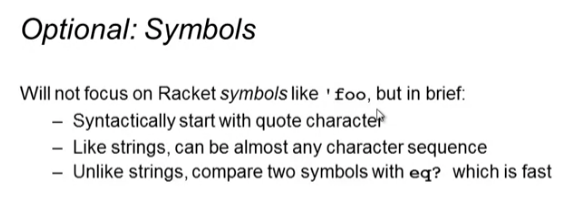
* symbol: ‘SymbolName



* eq? for comparing symbols







* string? Is slower because it will compare EACH of the characters of a string