

What does the ! mean ?

```
!ENV[ 'OK_TO_SEED' ]
```

`ENV['OK_TO_SEED']` can be either nil or a string.

so `!ENV['OK_TO_SEED']` is true if ENV['OK_TO_SEED'] is nil and false if it's a string.

an equivalent here would be:

```
ENV.key?( 'OK_TO_SEED' )
```