Predicates

Built-in predicates like `number?`, `string?`, and `boolean?` distinguish kinds of values:

```scheme
> (number? 1)
true
> (number? "1")
false
> (boolean? true)
true
> (boolean? false)
true
> (string? "1")
true
> (image? )
true
```
Empty

`empty` is a constant, similar to `true` and `false`, but as its own kind of value

```scheme
> empty
empty
> (boolean? empty)
false
> (empty? empty)
true
```
Symbols are like strings, but written just a leading single-quote mark:

```lisp
> 'Slinky
'Slinky
> (symbol=? 'Slinky 'Slinky)
true
> (symbol=? 'Slinky 'Slimey)
false
```