Players

```
local Players = game:GetService("Players")
Player s.P lay erA dde d:C onn ect (fu nct ion (pl ayer)
        pri nt( " Player joined: " .. player.Name)
end)
------ --This function will obtain a players' name on joining
------ --- --- --- --- --- --- --- --- --- --- --- --- --- --- --- --- --- ------
```

Testing

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