Used same colored scheme for all colors:

k.Black=0 n.Brown=1 e.Red=2 o.Orange=3 y.Yellow=4

r.Green=5 Blue=6 u.Purple=7 g.Gray=8 w.White=9

b.Buff=10 h.Chocolate=11 c.Cinnamon=12 p.Pink=13

Blue=6 (there are no blue mushrooms only smurfs)

Color scheme is based on the Color Code Chart No. 6 of the MIL-STD-681D, but not wholly so.

The current and better color standard is Federal Std 595C which can be traced back to WWII.

There are no official color codes for Buff, Chocolate, or Cinnamon that I was able to find

see <https://www.rapidtables.com/web/color/html-color-codes.html> for more examples

This dataset came from the University of California, Irvine Machine Learning Repository -- <https://archive.ics.uci.edu/ml/datasets/Mushroom>

Origin: Mushroom records drawn from *The Audubon Society Field Guide to North American Mushrooms* (1981). G. H. Lincoff (Pres.), New York: Alfred A. Knopf

1. IsEdible: True=1 (can eat) False=0 (poisonous)

2. CapShape: bell=1 conical=2 convex=3 flat=4 knobbed=5 sunken=6

3. CapSurface: fibrous=1 scaly=2 silky=3 smooth=4 grooves=5

4. CapColor: Use the above color scheme

5. HasBruises: True=1 (has bruises) False=0 (no bruises)

6. Odor: none=0 almond=1 anise=2 creosote=3 fishy=4 foul=5 musty=6 pungent=7 spicy=8

7. Gill\_IsAttached: True=1 False=0; there were only Attached or Free

8. GillSpacingIsCrowded: True=1 (crowded) 0=False (close) there was no distant

9. GillSizeBroad: True=1 (Broad) False=0 (Narrow)

10. GillColor: Use the above color scheme

11. StalkShapeIsTapering: True=1 (Tapering) False=0 (Enlarging)

12. StalkRoot: bulbous=1 club=2 equal=3 rooted=4 missing=99

excel uses a ? as a wildcard char which really screws things up if you try to replace a ? with value (don?t try) -- cup and rhizomorphs are not found

In the olds of data processing nines were used as NULL values and in this case 99 means NULL, but in the database it should be updated from 99 to NULL

13. StalkSurfaceAboveRing: fibrous=1 scaly=2 silky=3 smooth=4 grooves do not appear in this

14. StalkSurfaceBelowRing: fibrous=1 scaly=2 silky=3 smooth=4 grooves do not appear in this

15. StalkColorAboveRing: Use the above color scheme

16. StalkColorBelowRing: Use the above color scheme

17. VeilTypeIsPartial: Partial=1 there was no universal veil type

18. VeilColor: Use the above color scheme

19. RingNumber: none=0 one=1 two=2

20. RingType: none=0 evanescent=1 flaring=2 large=3 pendent=4 (no sheathing or zone)

21. SporePrintColor: Use the above color scheme

22. Population: abundant=1 clustered=2 numerous=3 scattered=4 several=5 solitary=6

23.Haitat: grasses=1 leaves=2 meadows=3 paths=4 urban=5 waste=6 woods=7

Column Heading for the Mush-F20-Numbers:

MID IsEdible CapShape CapSurface

CapColor HasBruises Odor Gill\_IsAttached

GillSpacingIsCrowded GillSizeBroad GillColor StalkShapeIsTapering

StalkRoot StalkSurfaceAboveRing StalkSurfaceBelowRing StalkColorAboveRing

StalkColorBelowRing VeilColor RingNumber RingType

SporePrintColor Population Habitat

Column Heading for the Mush-F20-Text:

MUID Edible CapShape CapSurface

CapColor Bruises Odor GillAttached

GillSpacingCrowded GillSizeBroad GillColor StalkShapeEnlarging

StalkRoot StalkSurfaceAboveRing StalkSurfaceBelowRing StalkColorAboveRing

StalkColorBelowRing VeilColor RingNumber RingType

SporePrintColor Population Habitat