**UFC EDA Project**

**Categorical Columns:**

1. **Fighter**: The name of the fighter.
2. **Opponent**: The name of the opponent.
3. **Country**: The country the fighter represents.
4. **WT\_Class**: The weight class the fighter competes in.
5. **Team**: The team or gym the fighter is associated with.
6. **Nickname**: The fighter's nickname (if any).
7. **Stance**: The fighting stance (e.g., Orthodox, Southpaw).
8. **Decision**: The type of decision (e.g., KO/TKO, Submission, Decision).
9. **Event**: The name of the event where the fight took place.
10. **Res**: The result of the fight (Win, Loss, Draw).
11. **Continent**: The continent where the fighter is from.
12. **Southpaw\_Stance**: Binary indicator for Southpaw stance (1 if Southpaw, 0 otherwise).
13. **Orthodox\_Stance**: Binary indicator for Orthodox stance (1 if Orthodox, 0 otherwise).
14. **Switch\_Stance**: Binary indicator for Switch stance (1 if Switch, 0 otherwise).
15. **Decision\_Unanimous**: Binary indicator for unanimous decision (1 if unanimous, 0 otherwise).
16. **KO\_TKO**: Binary indicator for KO/TKO result (1 if KO/TKO, 0 otherwise).
17. **Submission**: Binary indicator for submission result (1 if submission, 0 otherwise).
18. **Decision\_Split**: Binary indicator for split decision (1 if split, 0 otherwise).
19. **No\_Contest**: Binary indicator for no contest result (1 if no contest, 0 otherwise).
20. **Draw**: Binary indicator for a draw (1 if draw, 0 otherwise).
21. **Decision\_Majority**: Binary indicator for majority decision (1 if majority, 0 otherwise).
22. **TKO\_Doctors\_Stoppage**: Binary indicator for TKO due to doctor's stoppage (1 if stoppage, 0 otherwise).
23. **Africa**: Binary indicator for Africa continent (1 if fighter is from Africa, 0 otherwise).
24. **Asia**: Binary indicator for Asia continent (1 if fighter is from Asia, 0 otherwise).
25. **Europe**: Binary indicator for Europe continent (1 if fighter is from Europe, 0 otherwise).
26. **North\_America**: Binary indicator for North America continent (1 if fighter is from North America, 0 otherwise).
27. **South\_America**: Binary indicator for South America continent (1 if fighter is from South America, 0 otherwise).
28. **Oceania**: Binary indicator for Oceania continent (1 if fighter is from Oceania, 0 otherwise).
29. **Results**: Binary outcome variable indicating win (1) or loss (0).

**Numeric Columns:**

1. **Weight**: The fighter's weight.
2. **Height**: The fighter's height.
3. **Reach**: The fighter's reach.
4. **Rnd**: The round in which the fight ended.
5. **Time\_Seconds**: The time duration of the fight in seconds.
6. **Total\_Fight\_Time\_Seconds**: The total fight time in seconds.
7. **SDBL**: Significant Body Landed.
8. **SDB\_A**: Significant Body Attempted.
9. **SDHL**: Significant Head Landed.
10. **SDH\_A**: Significant Head Attempted.
11. **SDLL**: Significant Leg Landed.
12. **SDL\_A**: Significant Leg Attempted.
13. **TSL**: Total Strikes Landed.
14. **TS\_A**: Total Strikes Attempted.
15. **SSL**: Significant Strikes Landed.
16. **SS\_A**: Significant Strikes Attempted.
17. **KD**: Number of knockdowns.
18. **SCBL**: Clinch Body Strikes Landed.
19. **SCB\_A**: Clinch Body Strikes Attempted.
20. **SCHL**: Clinch Head Strikes Landed.
21. **SCH\_A**: Clinch Head Strikes Attempted.
22. **SCLL**: Clinch Leg Strikes Landed.
23. **SCL\_A**: Clinch Leg Strikes Attempted.
24. **RV**: Reversals.
25. **SR**: Submission Attempts.
26. **TDL**: Takedowns Landed.
27. **TD\_A**: Takedowns Attempted.
28. **TDS**: Takedown Success Rate.
29. **SGBL**: Ground Body Strikes Landed.
30. **SGB\_A**: Ground Body Strikes Attempted.
31. **SGHL**: Ground Head Strikes Landed.
32. **SGH\_A**: Ground Head Strikes Attempted.
33. **SGLL**: Ground Leg Strikes Landed.
34. **SGL\_A**: Ground Leg Strikes Attempted.
35. **AD**: Advancements.
36. **ADTB**: Top Body.
37. **ADHG**: Top Guard.
38. **ADTM**: Top Mount.
39. **ADTS**: Top Side Control.
40. **SM**: Scrambles.
41. **X.Ground\_Body\_Strikes**: Percentage of Ground Body Strikes.
42. **X.Ground\_Head\_Strikes**: Percentage of Ground Head Strikes.
43. **X.Ground\_Leg\_Strikes**: Percentage of Ground Leg Strikes.
44. **X.Clinch\_Body\_Strikes**: Percentage of Clinch Body Strikes.
45. **X.Clinch\_Head\_Strikes**: Percentage of Clinch Head Strikes.
46. **X.Clinch\_Leg\_Strikes**: Percentage of Clinch Leg Strikes.
47. **X.LEG**: Leg Strike Percentage.
48. **X.BODY**: Body Strike Percentage.
49. **X.HEAD**: Head Strike Percentage.
50. **X.Total\_Strikes**: Total Strikes Percentage.
51. **X.TK\_ACC**: Takedown Accuracy Percentage.
52. **X.Significant\_Strikes**: Significant Strikes Percentage.
53. **Date**: The date of the fight.
54. **Birthdate**: The birthdate of the fighter.
55. **Time**: The fight time in minutes and seconds format