- **Acousticness**: This variable measures the likelihood of a track being acoustic, on a scale from 0.0 for least likely to 1.0 for most likely. A score close to 1.0 suggests a high confidence in the track's acoustic nature.
- **Danceability**: Evaluates a track's suitability for dancing by analyzing a blend of its musical elements. Scores range from 0.0, least danceable, to 1.0, most danceable.
- **Duration_ms**: Indicates the length of the track in milliseconds.
- **Energy**: Ranges from 0.0 to 1.0, this variable reflects a track's intensity and activity level. Higher values signify more energetic tracks.
- **Instrumentalness**: Assesses the likelihood of a track having no vocal content, with values nearing 1.0 indicating higher chances of being instrumental. Tracks with values above 0.5 are generally considered instrumental.
- **Key**: Identifies the musical key of a track using standard Pitch Class notation, where integers correspond to pitches
- **Liveness**: Measures the probability that the track was recorded with a live audience. Greater values suggest a high likelihood of the track being a live performance.
- **Loudness**: Reflects the track's average loudness in decibels, with values typically ranging from -60 to 0 dB.
- **Mode**: Determines the modality of a track, where 1 represents major and 0 represents minor scales.
- **Speechiness**: Identifies the presence of spoken words in a track. A score closer to 1.0 implies that the track is more exclusively speech and values below 0.33 are primarily music or tracks with little to no speech
- **Tempo**: Estimates the tempo of a track in beats per minute, reflecting the speed or pace based on the average duration of a beat.
- **Time Signature**: Gives an estimated meter of the track, indicating how many beats are in each bar, with a range from 3 to 7.
- **Valence**: Scores from 0.0 to 1.0, indicating the musical positiveness conveyed. Tracks with high valence sound happier and more euphoric, whereas those with low valence may sound sadder or angrier.
- **Song Title**: Denotes the name of the track.
- Artist: Represents the performer or band of the track.
- **Opinion**: Represents whether I like a track. "1" indicating I do like a track and "0" indicating I dislike a track