1. Additional classes can be added to the choropleth map by modifying within the function getColor (value)

2. Additional classes can be added to the legend by modifying within the ‘grades’ session.

3. The all-map layer can be toggled off by taking off the addTo(map) within the var Canvas and var imagery. The base layer will automatically toggle on when using the addTo(Map) function, then the additional overlaymaps layer will be first toggle off but with the ability to let the user toggle on or off (checkbox). The advantage of toggle off is letting the user choose the preferred layer instead of adding all layers at once, and also it allows users to add more variables. Another way to do this is to create an empty tile and add the desire layers onto it. This creates an empty blank map with an option to let the user click the desire layers.