1. The another class can be added to the choropleth map by modifying the function getColor (value)

2. The another class can be added to the legend by modifying the ‘grade’ session.

3. The all map layer can be toggled off by creating multiple overlaymaps.

-The base layer will automatically toggle on because of addtoMap function. However, the advantage of toggle off is let the user to choose the preferred layer instead of adding all layer at once.