Part I: logic.js

Explanation:

I. Base Map Setup:

- **Creating Tile Layers:**
    - Uses L.tileLayer to create two tile layers:
        - streets: OpenStreetMap street map as the default base layer.
        - satelliteStreets: Mapbox satellite imagery as an alternative base layer. Includes attribution for both.
- **Creating the Map Object:**
    - Initializes a Leaflet map object centered on the United States ([39.5, -98.5]) with a zoom level of 3 using L.map.
    - Adds the streets tile layer as the initial layer displayed. Note that the comment indicates adding the 'basemap' is redundant, as this step is performed during map initialization with layers: [streets].
- **Layer Control (Optional):**
    - Creates a baseMaps object holding both tile layers, enabling switching between them.
    - Adds a layer control to the map using L.control.layers, allowing the user to select the desired base map.

II. Earthquake Data Visualization:

- **Retrieving Earthquake Data:**
    - Uses d3.json to fetch earthquake data from the USGS GeoJSON feed for the past week.
- **Styling Earthquake Markers:**
    - Defines a styleInfo function to dynamically style earthquake markers based on depth and magnitude:
        - getColor: Assigns colors to markers based on earthquake depth using conditional statements (if/else if). Deeper earthquakes receive darker, redder colors; shallower ones get greener colors.

        - getRadius: Calculates marker radius based on earthquake magnitude, ensuring a minimum radius of 1 and scaling the radius with magnitude * 4.

- **Adding Earthquake Data to the Map:**
    - Uses L.geoJson to add the earthquake data to the map.
        - pointToLayer: Converts each earthquake feature into a L.circleMarker.
        - style: Applies the styleInfo function to determine the appearance of each circle marker.
        - onEachFeature: Binds a popup to each marker displaying magnitude, depth, and location. Uses HTML within the bindPopup method for formatting. Fulfills the comment requirement to "Create a popup..."
- **Adding a Legend:**
    - Creates a legend control object using L.control and positions it in the bottom right corner of the map.
    - legend.onAdd: Defines the legend content dynamically. Creates colored squares corresponding to earthquake depths and labels them with depth ranges. Uses a for loop to iterate through depth intervals and colors, generating HTML for the legend.