

WEB GIS GEOG417 SEC 001 Spring 2021

Assignment 2

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1) How would you add another class to your choropleth map?

I will add another value into the *getColor* function. For example, I add the highlighted class in yellow for the population of China province in 2010.

```
function getColor(value) {  
    return value > 100000000 ? '#800026':  
        value > 80000000 ? '#BD0026':  
        value > 50000000 ? '#E31A1C':  
        value > 20000000 ? '#FC4E2A':  
        value > 10000000 ? '#FD8D3C':  
        '#FEB24C';  
}
```

2) How would you add another class to your legend?

I will add another class corresponding to the added class into the *Grades* under the *L.DomUtil.create* function.

```
legend.onAdd = function (map) {  
    var div = L.DomUtil.create('div', 'legend'),  
        grades = [0, 100000000, 200000000, 500000000, 800000000, 1000000000];  
    div.innerHTML = '<b>Population 2010 <br><br></b>';  
    for (var i = 0; i < grades.length; i++) {  
        div.innerHTML +=  
            '<i style="background:' + getColor(grades[i] + 1) + '></i>' +  
            grades[i] + (grades[i + 1] ? '&ndash;' + grades[i + 1] + ' <br><br>': '+');  
    }  
    return div;  
};
```

3) How might you create a map where all map layers are toggled OFF by default? Why might this be a useful option?

I might use a variable (or object) to contain all the map layers. Then I use the L.Control.Layers to control this variable toggled off by default. Sometimes there would be plenty of map layers in a project. It can get messy if all the layers are toggled on by default when load the map, which also slow the functions.