**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, 10000000, 20000000, 50000000, 80000000, 100000000];*

*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.