

min.: minimal, max. : maximal

#	Type	Description	Reference
1	Map	User can create a default map of the world.	L.map(<String> id, <Map options> options?)
2	Map	The map is customizable on creation using a list of map state options, which includes map center, min./max./init. zoom, Layers and max. geographical bounds of the viewing area	Center, zoom, minZoom, maxZoom, layers, maxBounds
3	Map	A layer (skin) can be added/removed to the map with the ability to add/remove multiple (overlapping) layers	Overlayadd, overlayremove, layeradd, layerremove
4	Map	Message windows (tooltip pane), markers, popups, shadow Pane, tile Pane can be added to the Map and closed or opened.	Open, close , addTo
5	Map	The map frame style is customizable using padding methods	Padding, paddingTopLeft, paddingBottomRight
6	Map	Zooming, window opening/closing, location changing can be animated	Animate,
7	Map	The Animations are always optional and has a duration and animation curvature factor	Animate, duration, easeLinearity
8	Map	The user can interact with map using the mouse and keyboards events	Click, dblclick, ,mousedown
9	Map	The map zooming is interactive with the following user actions: zoom on double click, mouse Wheel or touch Dragging the map with mouse Keyboard navigation	Keyboard, scrollWheelZoom , dragging, touchZoom, doubleClickZoom
10	Map	All Map parameters and options can be changed or retrieved at any time (for ex. center, zoom level, size of the map container)	getCenter, getZoom .., setCenter, setMinZoom
11	Map	The init. map center (current location) can be changed to a different location and the change must have a smooth animation.	flyTo, flyToBounds
12	Map	The map can show the whole world with max. zoom-out level	fitWorld
13	Map	The map should be responsive and handle errors, not found location or long response time	Timeout, locationerror, locationfound
14	Map	The map data should be recent and limited to a given creation date	Maximum age