Link to map: <https://amelmer.github.io/web-mapping/lab2/>

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

You could add another map layer by creating a new var x = L.tileLayer(…) and then adding x to the basemaps variable.

You could add another overlay by adding another var x = L.geoJson(…), for example, and adding x to the overlay variable.

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

You could create a map where all overlay layers are toggled off my default by removing the .addTo(map); from the end of the var code. This might be a useful option when the base map layer has information that you want the viewer to take in before building on more information through the overlays.