1. Base maps are tile layers, which can be used from services like mapbox, google, etc., and by using the code in these services we generate the base map.
2. JSON is loaded by using D3.json, and then usually use the map function to have data into the correct variables based on the layout you chose for the visualization.
3. L.circlemarker creates the circle in the map, and use the latitude and longitude for placement. In this case the size and color of the circles are being amended based on the size of the earth quake using two functions getColor and getRadius.
4. After creating a layer you add the data by calling D3.Json, and use L.geoJson to parse the GeoJSON data and display it on the map by using addto.
5. The components in the layer control are the variables called basemaps and overlays. Which are tile layers populated by the data layer.
6. The difference between tile layer and data layer is that a tile layer is usually the base map, which is for viewing purposes, while the data layer is drawn on top of the tile layer that can be features or imagery, and it’s the layer you interact with.
7. For the legend a variable was created, and then a function was created using the magnitude to define the colors, and the use addto to add to the map.