1. **Briefly explain the logic for generating the base map.**
   * Utilize an API called Mapbox to pull in a map, create a tile layer (var map) to customize the map’s appearance, create the map object, & add map tile layer to map.
2. **Describe how the JSON was loaded and how was the data traversed. Explain how was the information from the JSON used to render data on the map.**
   * The JSON was read in by using D3 (d3.json), then Leaflet was utilized to create and add the GeoJSON layer to the map. The information from the JSON was needed in order to add a layer to the map with the geographical detail, which couldn’t have been achieved otherwise.
3. **Explain the logic for generating the circles and amending the size of them. What does this communicate?**
   * Circles were created by using circle markers and you can change the size of the radius depending on the distance from a point that you want to show.
4. **Describe how the layer for the Tectonic plates was generated.**
   * By creating a layer for the tectonic plate data and then creating an overlay variable – these layers are how you make the map customizable.
5. **What are the components in the layer control? How were they generated?**
   * The components are the base maps and the overlays. They were generated by creating different layers.
6. **Explain the difference between the base map (tile layer) and the data layer(s).**
   * The base map shows the imaging that was pulled to be at the base, and the data layers were added on top to show different things. The data layers can show certain detail on a map, such as bodies of water or mountain ranges. The data layers increase the detail on the visualization.
7. **Walk through the logic of how the legend was generated and rendered on the page.**
   * A legend control object was made by creating a variable and including the location of where the legend should appear in the code. It allows the user to decide which layers they want to see/interact with.