1. **Briefly explain the logic for generating the base map**.

We created the tile layers first (graymap, satellitemap, and outdoors) and created the map object with these options by adding the tile layers as an array of layers. We will choose the default option and add it to the map.

1. **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.**

We are d3.json to read the geojson data and L.geojson function is creating a circle marker using lat, lon collected from the geojson file. Also, we are binding pop to the map and displaying magnitude and location of the earthquake after the marker has been created and styled.

1. **Explain the logic for generating the circles and amending the size of them. What does this communicate?**

We are using getRadius function to generate circles-based size of the magnitude and using getColor function to color the circles based on the size of the magnitude. The larger circles and redder the color of the circles, the magnitude of the earthquake is higher.

1. **Describe how the layer for the Tectonic plates was generated.**

We are making AJAX call to read the url information which is geojson data. In the geojson data, there are coordinates that will give us tectonic line. Then we colored the line and made the line thicker and added to the map.

1. **What are the components in the layer control? How were they generated?**

The components of the layer controls are basemaps and overlays. There are three base layers (satellite, grayscale and outdoors) to switch between. We created these tile layers using L.titlelayers and created an object called map with these 3 layer options. The overlays have two options to choose, tectonic plates and earthquakes. And we created overlay group using L.LayerGroup. The layer control allows us to change which layers are visible.

1. **Explain the difference between the base map (tile layer) and the data layer(s).**

There are two types of layers: (1) base layers that are mutually exclusive (only one can be visible on your map at a time), e.g. tile layers, and (2) overlays, which are all the other stuff you put over the base layers using different functions to pull the data from geojson file.

1. **Walk through the logic of how the legend was generated and rendered on the page.**

We used magnitude to create intervals and then we looped through intervals and and generated labels with a colored square for each interval. We used legend control (using L.control) and created legend control object, which positioned the legend in the bottom right of the map. And then we added the legend to the map.