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**https://obstacole.github.io/Lab2/**

1. You add another class to your choropleth map by modifying the getColor() function to have another ternary/conditional operator to return a different color value for a given limit.
2. You would need to add a constant/limit to the grades[] array inside of the .onAdd() function for the legend
3. Removing the `.addToMap(map);` from the canvas layer would show no base layer by default, until you select which one you want (granted you have a control window to toggle the layers on)