Cole McReynolds

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. If you set L.control.layers.({collapsed}) to true, the layers will be off by default