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

The base map is the same as the tile layer, you get the tile layer from services such as match box, google S3 and other geo-service providers. The tile layer is created to set the background of the map.

1. ***Describe how the JSON was loaded and how was the data traversed. Explain how the information from the JSON used to render data on the map.***

The JSON was loaded in using d3.joson and added a GeoJSON layer to map your data or you could process it in another way to make sure your variables are conducive for the visualizations that you want to produce.

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

L.circles was used to generate the circles and the coordinates were inserted into it. Each feature was turned into a circle marker on the map. Each circle marker was set to the style using our style Info function. What happens is each marker displays the magnitude and location of the earthquake after the marker has been created and styled.

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

An AJAX call was made to retrieve the earthquake geoJSON data. A magnitude function was made to return the style data for each of the earthquakes we plot on the map. The magnitude of the earthquake was passed into two separate functions, which in return calculates the color and radius of the earthquake.

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

The components in the layer control are the GeoJSON layer which was added to the map and a function feature point To Layer control. Which in return turn each feature into a circle marker on the map. This was created by a popup for each marker to display the magnitude and location of the earthquake after the marker has been created and styled.

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

The base map is the same as the tile layer, you get the tile layer from services such as match box, google S3 and other geo-service providers. The tile layer is created to set the background of the map. The data layer on the other hand, is the style data for each of the earthquake plotted on the map.

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

To generate and render a legend on the page, a legend control object function and a legend.onAdd function was passed. This function loops through the intervals to generate a label with a colored square for each interval. Then all the details of the legend were added to the map to render a legend on the page.