**1) How would you add *another* *class* to your choropleth map?**

We can add another class to our choropleth map by “*function getColor(value)”.* This function includes the data classification; thus we can add another class by first looking at the lowest to highest values, the interval of each class and then add a new value and set its hex code so that it could be matched with the color shades to give a sequential color scheme of the map. The number of classes should be matched to the number of classes in the legend function.

**2) How would you add another class to your *legend*?**

*“legend.onAdd = function (map)”* includes “*grades*” function for the legend. Another value can be added in this function to show in the legend. However, if another class is added to the legend, it must also be added in the *function getColor(value)* so that it could be showed on the map.

**3) How might you create a map where all map layers are toggled OFF by default? Why might this be a useful option?**

In the layer control function, *{collapsed:false}* is set to open the layers by defaults. If we remove this function, it will make the map layer toggled OFF by default.

This is useful because users can turn on/off layers and switch between layers which they want to look on the map.