**Task 1 (JSON)**

1.Fluffy sorry, Fluffyy is my fav cat and it has 2 cat Friends  
 Write a code to get the below details of Fluffyy so that  
 I can take him to vet.

Code:

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],  
 catFriends: [  
 {  
 name: ‘bar’,  
 activities: [‘be grumpy’, ‘eat bread omblet’],  
 weight: 8,  
 furcolor: ‘white’  
 },   
 {  
 name: ‘foo’,  
 activities: [‘sleep’, ‘pre-sleep naps’],  
 weight: 3  
 }  
 ]  
}console.log(cat);

**Basic Tasks to play with JSON**

1.Fluffy name is spelled wrongly. Update it to Fluffyy

Code:

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],  
 catFriends: [  
 {  
 name: ‘bar’,  
 activities: [‘be grumpy’, ‘eat bread omblet’],  
 weight: 8,  
 furcolor: ‘white’  
 },   
 {  
 name: ‘foo’,  
 activities: [‘sleep’, ‘pre-sleep naps’],  
 weight: 3  
 }  
 ]

}  
 cat.name=”Fluffyy”;

{

Console.log(cat.name);

}

2.Print the catFriends names

Code:

var cat = {

name: 'Fluffy',

activities: ['play','eat cat food'],

catFriends: [

{

name: 'bar',

activities: ['be grumpy','eat bread omblet'],

weight: 8,

furcolor: 'white',

},

{

name: 'foo',

activities: ['sleep','pre sleep naps'],

weight: 3

}]

//catFriends=['bar','foo'];

}

catFriends=['bar','foo']; {

console.log(catFriends);

}

3.Add height and weight to Fluffy

Code:

var cat = {

name: 'Fluffy',

activities: ['play','eat cat food'],

catFriends: [

{

name: 'bar',

activities: ['be grumpy','eat bread omlet'],

weight: 8,

furcolor: 'white',

},

{

name: 'foo',

activities: ['sleep','pre-sleep naps'],

weight: 3

}

]

}

var dataname='Fluffy'+': '+'weight';

var datavalue=6;

cat[dataname]=datavalue;

var dataname='height';

var datavalue=7;

cat[dataname]=datavalue;

{

console.log(cat)

}

4. Update the fur color of bar

Code:

var cat = {

name: 'Fluffy',

activities: ['play','eat cat food'],

catFriends: [

{

name: 'bar',

activities: ['be grumpy','eat bread omlet'],

weight: 8,

furcolor: 'white',

},

{

name: 'foo',

activities: ['sleep','pre-sleep naps'],

weight: 3

}

]

}

cat.furcolor='blue';{

console.log(cat.furcolor)

}

5. List all the activities of Fluffyy’s catFriends.

Code:

var cat = {

name: 'Fluffy',

activities: ['play','eat cat food'],

catFriends: [

{

name: 'bar',

activities: ['be grumpy','eat bread omlet'],

weight: 8,

furcolor: 'white',

},

{

name: 'foo',

activities: ['sleep','pre-sleep naps'],

weight: 3

}

]

}

var s=cat.catFriends.map(function foo(element){

return element.activities;

});

console.log(s)

6.Print the total activities of all cats (op:6)

Code:

var cat = {

name: 'Fluffy',

activities: ['play','eat cat food'],

catFriends: [

{

name: 'bar',

activities: ['be grumpy','eat bread omlet'],

weight: 8,

furcolor: 'white',

},

{

name: 'foo',

activities: ['sleep','pre-sleep naps'],

weight: 3

}

]

}

Var activities=cat.catfriends.map(function foo(element){

Return element.activities;

}

Console.log(activities,catactivities);

7. Print the total activities of all cats (op:6)

Code:

var cat = {

name: 'Fluffy',

activities: ['play','eat cat food'],

catFriends: [

{

name: 'bar',

activities: ['be grumpy','eat bread omlet'],

weight: 8,

furcolor: 'white',

},

{

name: 'foo',

activities: ['sleep','pre-sleep naps'],

weight: 3

}

]

}

Var addactivities=cat.catfriends.activities.map (function foo(element){

Return element.activities+”,”+lazy+”,”+fun;

}

Console.log(addactivities);