**ASSIGNMENT 1**

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);

1. Add height and weight to Fluffy

Cat.height=9;

Cat.weight=2;

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

**cat.name=’fluffyy’;**

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

**console.log(cat.catFriends[0].activities);**

**console.log(cat.catFriends[1].activities);**

4. Print the catFriends names.

**console.log(cat.catfriends[0].name);**

**console.log(cat.catFriend[1].name);**

5. Print the total weight of catFriends

**console.log(cat.catFriends[0].weight+cat.catFriends[1].weight);**

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

**console.log(cat.catFriends[0].activities.length+ cat.catFriends[0].activities.length);**

7. Add 2 more activities to bar & foo cats

**cat.catFriends[0].activities[2]=”play”;**

**cat.catFriends[0].activities[3]=”climb”;**

**cat.catFriends[1].activities[2]=”jump”;**

**cat.catFriends[1].activities[3]=”play”;**

8. Update the fur color of bar

**for(var i=0;i<cat.catFriends.length;i++)**

**{**

**If(cat.catFriends[i].name==”bar”)**

**{**

**cat.catFriends[i].furColor=”black”;**

**}**

**}**