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

Solution =

cat.height = “6feet”

cat.weight = “50kg”

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

Solution =

cat.name = “Fluffyy”

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

Solution =

cat.catFriends[0].activities;

cat.catFriends[1].activities;

4.Print the catFriends names.

Solution =

cat.catFriends[0].name;

cat.catFriends[1].name;

5.Print the total weight of catFriends

Solution =

cat.catfriends[0].weight + cat.catfriends[1].weight

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

Solution =

Var a = ((cat.activities) + “,” +(cat.catfriends[0].activities) + “ ,” + (cat.catfriends[1].activities))

7.Add 2 more activities to bar & foo cats

Solution =

cat.catfriends[0].activities.push(“hi”,”helo”);

cat.catfriends[1].activities.push(“hi”,”helo”);

Update the fur color of bar

Solution =

Cat.catfriends[0].furcolor = “black”;