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=3;

cat. Weight=6;

**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.catFriends[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.activities.length + cat.catFriends[0].activities.length + cat.catFriends[1].activities.length);

**7.Add 2 more activities to bar & foo cats**

cat.catFriends[0].activities.push("walk","sleep");

cat.catFriends[1].activities.push("run","play");

**8.Update the fur color of bar**

cat.catFriends[0].furcolor="black";