Task\_1

<https://medium.com/@reach2arunprakash/guvi-zen-code-sprint-javascript-practice-problems-in-json-objects-and-list-49ac3356a8a5>

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

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

Height: 30;

Weight:7;  
 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. Fluffy name is spelled wrongly. Update it to Fluffy

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

Height: 30;

Weight:7;

Console.log(cat.name:’fluffyy’);  
 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. List all the activities of Fluffyy’s catFriends.

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

Height: 30;

Weight:7;

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

Console.log(catFriends);  
}console.log(cat);

1. Print the catFriends names.

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

Height: 30;

Weight:7;

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

Console.log(catFriends.name);  
}console.log(cat);

1. Print the total weight of catFriends

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

Height: 30;

Weight:7;

Console.log(cat.name:’fluffyy’);  
 catFriends: [  
 {  
 name: ‘bar’,  
 activities: [‘be grumpy’, ‘eat bread omblet’],  
 weight: 8,  
 furcolor: ‘white’  
 },   
 {  
 name: ‘foo’,  
 activities: [‘sleep’, ‘pre-sleep naps’],

weight: 3  
 }  
 ]

Console.log(catFriends.weight);  
}console.log(cat);

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

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

Height: 30;

Weight:7;

Console.log(cat.name:’fluffyy’);  
 catFriends: [  
 {  
 name: ‘bar’,  
 activities: [‘be grumpy’, ‘eat bread omblet’],  
 weight: 8,  
 furcolor: ‘white’  
 },   
 {  
 name: ‘foo’,  
 activities: [‘sleep’, ‘pre-sleep naps’],

weight: 3  
 }  
 ]

Console.log(catFriends.weight);  
}console.log(cat);

1. Add 2 more activities to bar & foo cats

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

Height: 30;

Weight:7;

Console.log(cat.name:’fluffyy’);  
 catFriends: [  
 {  
 name: ‘bar’,  
 activities: [‘be grumpy’, ‘eat bread omblet’,’sleeps on mat’, ’plays with fluffy’],  
 weight: 8,  
 furcolor: ‘white’  
 },   
 {  
 name: ‘foo’,  
 activities: [‘sleep’, ‘pre-sleep naps’, ’Drinks milk’ ,’plays with bar and fluffyy’],

weight: 3  
 }  
 ]

Console.log(catFriends.weight);  
}console.log(cat);

1. Update the fur color of bar

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

Height: 30;

Weight:7;

Console.log(cat.name:’fluffyy’);  
 catFriends: [  
 {  
 name: ‘bar’,  
 activities: [‘be grumpy’, ‘eat bread omblet’,’sleeps on mat’, ’plays with fluffy’],  
 weight: 8,  
 furcolor: ‘brown’  
 },   
 {  
 name: ‘foo’,  
 activities: [‘sleep’, ‘pre-sleep naps’, ’Drinks milk’ ,’plays with bar and fluffyy’],

weight: 3

}  
 ]

Console.log(catFriends.weight);  
}console.log(cat);