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.weight = ’20 kg’

Cat.height = ’80 cm’

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

Cat.name = ‘fluffyy’

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

Console.log(Cat.Catfriends[0].activites)

Console.log(Cat.CatFriends[1].activites)

1. Print the catFriends names.

Console.log(cat.catFriends[0].name)

Console.log(cat.catfriends[1].name)

1. Print the total weight of catFriends

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

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

console.log(cat.activities.length + cat.catFriends[0].activities.length+ cat.catFriends[1].activites.length)

1. Add 2 more activities to bar & foo cats

Cat.catFriends[0].activities = [‘be grumpy’, ‘eat bread omblet’,’eating fish’,’playing ball’]

Cat.catFriends[1].activities= [‘sleep’, ‘pre-sleep naps’,’playing toys’,’climbing trees’],

1. Update the fur color of bar

Cat.catFriends[0].furcolor = ‘orange’