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

Logic:

cat[height] = 25

cat[weight] = 3

--------------------------------------------------------------------------------------

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

Logic: cat.name= “Fluffyy”

--------------------------------------------------------------------

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

Logic : console.log(cat.catFriends.activities)

----------------------------------------------------------------

4.Print the catFriends names

Logic : console.log(cat.catFriends.name)

-------------------

5.Print the total weight of catFriends

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

---------------------------------------------------

6. Print the total activities of all cats

Logic:

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

-------------------------------------------------------------

7. Add 2 more activities to bar & foo cats

Logic:

cat.catFriends[0].activites[2]=”drink milk”

cat.catFriends[0].activites[3]=”eat fish”

cat.catFriends[1].activites[2]=” drink milk”

cat.catFriends[1].activites[3]=” eat fish”

------------------------------------------------------------------

8.Update the fur color of bar

Logic: cat.catFriends[0].furcolor= “Grey”