**Playing with JSON object’s Values:**

var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],  
 catFriends: [  
 {  
 name: ‘bar’,  
 activities: [‘be grumpy’, ‘eat bread omelet’],  
 weight: 8,  
 furcolor: ‘white’  
 },   
 {  
 name: ‘foo’,  
 activities: [‘sleep’, ‘pre-sleep naps’],  
 weight: 3  
 }  
 ]  
}console.log(cat);

***Q1. Add height and weight to Fluffy***

var cat = {

name: 'Fluffy',

activities: ['play', 'eat cat food'],

catFriends: [

{

name: 'bar',

activities: ['be grumpy', 'eat bread omelets'],

weight: 8,

furcolor: 'white'

},

{

name: 'foo',

activities: ['sleep', 'pre-sleep naps'],

weight: 3

}

]

}

if(cat.name=='Fluffy'){

cat.height="200cm";

cat.weight= 100;

}

console.log(cat***);***

**Q2)Fluffy name is spelled wrongly. Update it to Fluffyy**

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

}

]

}

if(cat.name=='Fluffy'){

cat.height="200cm";

cat.weight= 100;

//solution….

cat.name = 'Fluffyy'

}

console.log(cat);

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

**Q3)List all the activities of Fluffyy’s catFriends.**

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

}

]

}

for(let i=0;i<cat.catFriends.length;i++){

console.log(cat.catFriends[i].activities);

}

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

**Q4)Print the catFriends names**.

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

}

]

}

for(let i=0;i<cat.catFriends.length;i++){

console.log(cat.catFriends[i].name);

}

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

**Q5) Print the total weight of catFriends**

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

}

]

}

for(let i=0;i<cat.catFriends.length;i++){

console.log(cat.catFriends[i].weight);

}

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

**Q6) Print the total activities of all cats**

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

}

]

}

for(let i=0;i<cat.catFriends.length;i++){

console.log(cat.catFriends[i].activities.length);

}

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

**Q7) Add 2 more activities to bar & foo cats**

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

}

]

}

for(let i=0;i<cat.catFriends.length;i++){

console.log(cat.catFriends[i].activities.push('sleeping','danceing'));

}

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

Q8**) Update the fur color of bar**

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

}

]

}

for(let i=0;i<cat.catFriends.length;i++){

if(cat.catFriends[i].name == "bar"){

cat.catFriends[i].furcolor = "jet black";

}

}

console.log(cat);