Fluffy sorry, Fluffyy is my fav cat and it has 2 catFriends  
Write a code to get the below details of Fluffyy so that  
I can take him to vet.

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);

**Basic Tasks to play with JSON**

1. Add height and weight to Fluffy

**var cat = {name :"Fluffy",**

**activities : ["play", "eat cat food"],**

**height:"2 feet",**

**weight: "9 kg"};**

**console.log(cat);**

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

**var cat = {name: "Fluffy",**

**activities : ["play", "eat cat food"],**

**height :"2 feet",**

**weight : "9 kg"};**

**cat.name ="Fluffyy";**

**console.log(cat);**

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

**var catFriend1 =**

**{**

**name : "bar",**

**activities : ["be grumpy", "eat bread omblet"],**

**weight : 8,**

**furcolor : "white"**

**};**

**var catFriend2 ={**

**name : "foo",**

**activities : ["sleep", "pre-sleep naps"],**

**weight : 3**

**};**

**console.log(catFriend1.activities,catFriend2.activities);**

1. Print the catFriends names.

**var catFriend1 =**

**{**

**name : "bar",**

**activities : ["be grumpy", "eat bread omblet"],**

**weight : 8,**

**furcolor : "white"**

**};**

**var catFriend2 ={**

**name : "foo",**

**activities : ["sleep", "pre-sleep naps"],**

**weight : 3**

**};**

**console.log(catFriend1.name,catFriend2.name);**

1. Print the total weight of catFriends

**var catFriend1 =**

**{**

**name : "bar",**

**activities : ["be grumpy", "eat bread omblet"],**

**weight : 8,**

**furcolor : "white"**

**};**

**var catFriend2 ={**

**name : "foo",**

**activities : ["sleep", "pre-sleep naps"],**

**weight : 3**

**};**

**const totalweight=catFriend1.weight + catFriend2.weight;**

**console.log(totalweight)**

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

**var cat = {name :"Fluffy",**

**activities : ["play", "eat cat food"],**

**height:"2 feet",**

**weight: "9 kg"};**

**var catFriend1 =**

**{**

**name : "bar",**

**activities : ["be grumpy", "eat bread omblet"],**

**weight : 8,**

**furcolor : "white"**

**};**

**var catFriend2 ={**

**name : "foo",**

**activities : ["sleep", "pre-sleep naps"],**

**weight : 3**

**};**

**console.log(cat.activities.length +catFriend1.activities.length +catFriend2.activities.length);**

1. Add 2 more activities to bar & foo cats

**var cat = {name :"Fluffy",**

**activities : ["play", "eat cat food"],**

**height:"2 feet",**

**weight: "9 kg"};**

**var catFriend1 =**

**{**

**name : "bar",**

**activities : ["be grumpy", "eat bread omblet"],**

**weight : 8,**

**furcolor : "white"**

**};**

**var catFriend2 ={**

**name : "foo",**

**activities : ["sleep", "pre-sleep naps"],**

**weight : 3**

**};**

**catFriend1.activities=["play", "eat cat food","sleep","drinks milk"];**

**catFriend2.activities=["be grumpy", "eat bread omblet","sleep","drinks milk"],**

**console.log(cat,catFriend1,catFriend2);**

1. Update the fur color of bar

**var cat = {name :"Fluffy",**

**activities : ["play", "eat cat food"],**

**height:"2 feet",**

**weight: "9 kg"};**

**var catFriend1 =**

**{**

**name : "bar",**

**activities : ["be grumpy", "eat bread omblet"],**

**weight : 8,**

**furcolor : "white"**

**};**

**var catFriend2 ={**

**name : "foo",**

**activities : ["sleep", "pre-sleep naps"],**

**weight : 3**

**};**

**catFriend1.furcolor ="sandal"**

**console.log(cat,catFriend1,catFriend2);**