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

ANS:- cat.weight=8,

cat.height=9,

console.log(cat);

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

ANS:- cat.name="Fluffyy"

console.log(cat);

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

ANS:- console.log(cat.catFriends[0].activities);

console.log(cat.catFriends[1].activities);

4) Print the catFriends names.

ANS:- console.log(cat.catFriends[0].name);

console.log(cat.catFriends[1].name);

5) Print the total weight of catFriends

Ans:- a=(cat.catFriends[0].weight);

b=(cat.catFriends[1].weight);

c=a+b;

console.log(c)

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

ANS:- console.log(cat.activities);

console.log(cat.catFriends[0].activities);

console.log(cat.catFriends[1].activities);

7) Add 2 more activities to bar & foo cats

Ans:- cat.catFriends[0].activities[2]="play"

cat.catFriends[0].activities[3]="dance"

cat.catFriends[1].activities[2]="bath"

cat.catFriends[1].activities[3]="drive"

console.log(cat.catFriends[0].activities)

console.log(cat.catFriends[1].activities)

8) Update the fur color of bar

ANS:- cat.catFriends[1].color="red"

console.log(cat.catFriends[1].color)