Command

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.height = “25 cm”;

cat.weight =”10kg”

console.log(cat);

1. 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].activities, cat.catFriends[1].activities);

1. Print the catFriends names.

Console.log(cat.catFriends[0].name, cat.catFriends[1].name);

5. 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 + cat.catFriends[0].activities + cat.catFriends[1].activities);

1. Add 2 more activities to bar & foo cats

cat.catFriends[0].activities[2] = “play”;

cat.catFriends[0].activities[3] = “sleep”;

cat.catFriends[1].activities[2] = “play”;

cat.catFriends[1].activities[3] = “chase”;

Console.log(cat);

1. Update the fur color of bar

cat.catFriends[0].furcolor = “white and black”;

caonsole.log(cat);