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

Sol: cat.hieght = 5.8;

cat.weight = 10;

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

Sol: cat.name = "Fluffyy";

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

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

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

4. Print the catFriends names.

Sol: for(var i=0; i<(cat.catFriends).length; i++){

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

5. Print the total weight of catFriends

Sol: var totalWeight = 0;

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

totalWeight = totalWeight + cat.catFriends[i].weight;}

console.log(totalWeight);

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

Sol: console.log(cat.activities);

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

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

7. Add 2 more activities to bar & foo cats

Sol: cat.catFriends[0].activities.push("Eat Rat");

cat.catFriends[0].activities.push("Sleep Well");

cat.catFriends[1].activities.push("Eat 10 Eggs");

cat.catFriends[1].activities.push("Run Fast");

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

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

8. Update the fur color of bar

Sol: cat.catFriends[0].furcolor = "brown";