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**

// var cat = {  
 name: ‘Fluffy’,  
 activities: [‘play’, ‘eat cat food’],

height:7,

weight:10,  
 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);

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

//fluffy= Fluffyy

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

console.log(catFriends.bar.activities+catFriends.foo.activities);

**4.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.(bar.weights + foo.weights));

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

//console.log(count(fluffyy.activities+bar.activities+foo.activities));

**7.Add 2 more activities to bar & foo cats**

//bar.activities.push(“highly jump”, “run fast”);

foo.activities.push(“walk slowly”, “eat nonveg only”);

**8.Update the fur color of bar**

//cat.catFriends.bar.furcolor.push(“red”);