Define a class **NumberPlay** with following specifications:

**Member function:**

int **countdigit**(int n) : to find number of digits present in the number **n**

boolean **isPrime**(int n) : to check whether a number n is prime or not

int **shift**(int n) : remove the leftmost digit of the number and replaced at the end of the remaining string of digits, thus return the new number formed.

int **reverse**(int n) : to find reverse of a given number

Define a class **Speller**

boolean **isVowelTerminals** (String s) : to check whether the string s is beginning and ending with vowel

ADAM number : The aquare of a number and the square of its reverse are reverse to each other.

Write a java program to define an array of size 4 ,and accept the value N from user to initialize the array

With the following condition 0<=N<=7.