Bubble Sort & Merge Sort Activity

Create a **sortingActivity1** project with a **Sorting** class and a **Main** class.
In the **Sorting** class:

- create a method **getArray()** that
  - asks the user to enter 5 **unsorted** integers
  - adds the integers to an **array**
  - **returns** the unsorted array
- create a method **sortArray()** that
  - takes an array of integers as a **parameter**
  - uses one of the 2 **sorting algorithms** (bubble or merge) to sort the array
  - **returns** the sorted array
  - **write only the code you need for the algorithm to work—don't use any of the example code that prints anything—it should only sort and return the array**

In the **Main** class :

- create an **instance** of the **Sorting** class
- use the Sorting instance to call getArray() and save its returned unsorted array in a variable
- print the unsorted array
- use the Sorting instance to call sortArray(), using the unsorted array as an argument to its parameter, saving its returned sorted array in a variable
- print the sorted array

Zip and submit the **project** folder to Canvas.

Example output

```
Enter integer 1:
16
Enter integer 2:
7
Enter integer 3:
12
Enter integer 4:
3
Enter integer 5:
9
Unsorted array
    16  7   12  3   9

Sorted array
    3   7   9   12  16
```