Selection, Insertion, & Quick Sort Activity

Create a **sortingActivity2** 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 3 **sorting algorithms** (selection, insertion, quick) 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.