**Solve the below problem statements: (Use constructor, destructor , POJO where ever it is possible.).**

1. Write a java class (Int\_Arr\_Process)
   1. It is class to process a integer array.
   2. It should the following
      1. It should define a integer array of given size
      2. If the size is not give it should define a array of 10
      3. It should be able to adopt a given array
      4. Should have a copy constructor
      5. A function to read array
      6. A function to display array horizontally and vertically both
      7. A function to Sort a array
      8. A function to Find biggest and smallest element
      9. A function to Find the sum of all the element
      10. If the second biggest (considering there is a possibility of the 1st biggest duplication)
2. Write a java class (Matrix)
   1. It is class to process a matrix array.
   2. It should the following
      1. It should define a matrix of given size
      2. If the size is not give it should define a matrix of 3x3
      3. It should be able to adopt a given matrix
      4. Should have a copy constructor
      5. A function to read matrix
      6. A function to display matrix in a matrix format
      7. A function to add two matrix function should receive one matrix and return the addition matrix
      8. A function to Find matrix is scalar or not
      9. A function multiply the two matrix function should receive one matrix and return the multiplied matrix
3. Write a java interface (Num\_Process)
   1. It will have a abstract method int cal(int a, int b) implement this interface using lambda expression to add, subtract multiply and divice.
   2. You should accept two number and choice from key board based on choice add ,sub, multiply , divide . you should not use any control statement like if , switch case, ternary operator.