Implementation:

- In order to catch all exceptions:
    - We look for InputMismatchException to handle when the user does not enter an integer, e.g. enters a double like 2.4, or manages to screw up so badly they don't even enter a number, e.g. "a"
    - We look for ArithmeticException to handle all cases where the dividing fails for whatever reason, typically when the user tries to divide by 0.
    - We look for a generic Exception when none others are caught to avoid any other errors, then indicate to the user that they screwed up so badly that I don't even know how they did what they did.

Output:

- Test 1
    - Enter the numerator: 6
    - Enter the denominator: 3
    - The fraction 6/3 is equal to 2
- Test 2
    - Enter the numerator: 6
    - Enter the denominator: 4
    - The fraction 6/4 is equal to 1 2/4
- Test 3
    - Enter the numerator: 1.0
    - Please enter an integer.
- Test 4
    - Enter the numerator: 1
    - Enter the denominator: 0
    - Please enter a valid computation.