ConsoleMath.java

```java
import java.io.*;

class ConsoleMath
{
	public static void main(String[] args)
	{
		BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
		int i, j;

		System.out.print("Please enter an integer: ");
		try
		{
			i = Integer.parseInt(br.readLine());
		} catch (Exception e)
		{
			e.printStackTrace();
			return;
		}

		System.out.print("Please enter another integer: ");
		try
		{
			j = Integer.parseInt(br.readLine());
		}
		catch (Exception e)
		{
			e.printStackTrace();
			return;
		}

		System.out.println(i + " + " + j + " = " + (i + j));
		System.out.println(i + " - " + j + " = " + (i - j));
		System.out.println(i + " * " + j + " = " + (i * j));
		System.out.println(i + " / " + j + " = " + ((float)i / j));
		System.out.println(i + " % " + j + " = " + (i % j));
	}
}
```

ConsoleMath.c

```c
#include <stdio.h>

int main(int argc, char** argv)
{
	int i, j;

	printf("Please enter an integer: ");
	scanf("%i", &i);
	printf("Please enter another integer: ");
	scanf("%i", &j);
	printf("%i + %i = %i\n", i, j, i + j);
	printf("%i - %i = %i\n", i, j, i - j);
	printf("%i * %i = %i\n", i, j, i * j);
	printf("%i / %i = %.2f\n", i, j, (float)i / j);
	printf("%i %% %i = %i\n", i, j, i % j);
}
```

ConsoleMath.cc

```cpp
#include <iostream>
using namespace std;

int main(int argc, char** argv)
{
      int i, j;

      cout << "Please enter an integer: ";
      cin >> i;
      cout << "Please enter another integer: ";
      cin >> j;
      cout << i << " + " << j << " = " << (i + j) << endl;
      cout << i << " - " << j << " = " << (i - j) << endl;
      cout << i << " * " << j << " = " << (i * j) << endl;
      cout << i << " / " << j << " = " << ((float)i / j) << endl;
      cout << i << " % " << j << " = " << (i % j) << endl;
}
```