```cpp
//
//  Defining Your Own Exception Class
//  main.cpp
//  AbsoluteCpp_ch18_3
//

#include <iostream>
using std::cin;
using std::cout;

class NoMilk
{
    public:
        NoMilk( ) {}
        NoMilk(int howMany) : count(howMany) {}
        int getCount( ) const { return count; }
    private:
        int count;
};

int main() {

    int donuts, milk;
    double dpg;
    try
    {
        cout << "Enter number of donuts:\n";
        cin >> donuts;
        cout << "Enter number of glasses of milk:\n";
        cin >> milk;

        if (milk <= 0)
            throw NoMilk(donuts);

        dpg = donuts / static_cast<double>(milk);
        cout << donuts << " donuts.\n"
        << milk << " glasses of milk.\n"
        << "You have " << dpg
        << " donuts for each glass of milk.\n";
    }
    catch(NoMilk e)
    {
        cout << e.getCount( ) << " donuts, and No Milk!\n"
        << "Go buy some milk.\n";
    }

    cout << "End of program.\n";
    return 0;
}
```