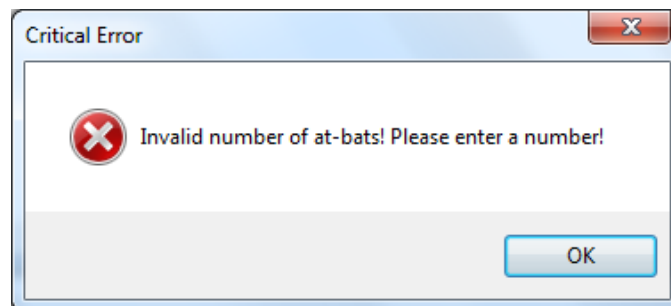


HANDLING EXCEPTIONS: SPRING TRAINING PROGRAM

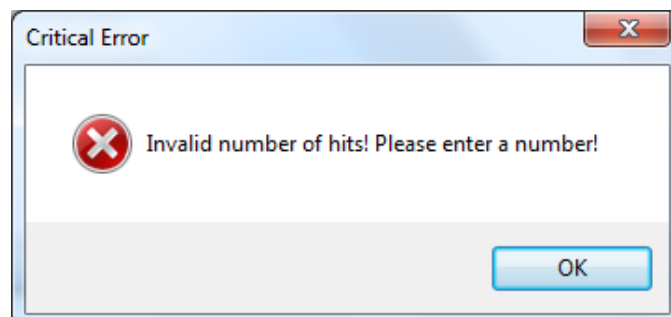
Create a **Spring Training** program that prompts users to enter the number of times they have been up to bat in one text box and the number of hits they have had in a second text box. You will need to validate the data that the user enters in both text boxes by using a **Try-Catch** statement in the **Validating** event procedure for both text boxes.



So when the user fails to enter a valid number in the first text box, the following error message should appear:

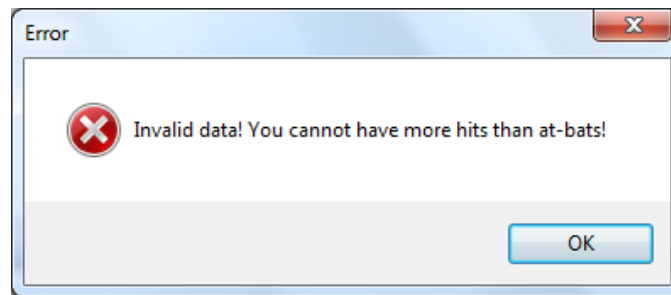


If the user fails to enter a valid number in the second text box, the following error message should appear:



Another error you need to account for that does not generate an `InvalidCastException` error but produces unexpected results is when the user enters a number in the second text box that is greater than the number that is entered in the first text box. Why is this an error? Well...it's impossible for players to have more hits than they've had at-bats.

In this case, we do not need a `Try-Catch` statement because, again, this does not cause the program to crash; it just produces unexpected results (i.e. a batting average that is greater than 1.000). So, in order to handle this error, you will need to write an if statement that checks if the second number is greater than the first and outputs the following message:



Once the user enters valid input, the program should calculate and output the user's batting average by dividing the first number by the second number. Your output should be formatted to three decimal places and should look something like this:



Save the project as **Spring Training** in your UNIT 3 folder.