Element

- remainder : int

+ SetRemainder(int uRemainder) : void

|  |
| --- |
| Sets the input attribute for remainder. |

+ GetRemainder(void) : int {remainder}

|  |
| --- |
| Returns the remainder attribute to the application. |

+ Clone(void) : Element {temp}

|  |
| --- |
| Returns a copy of the given element for the Stack ADT. |