```c
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>

struct node {
    struct node *next;
    int          data;
};

struct node *last_to_first (struct node *head);
struct node *upsidedown (struct node *head);
struct node *free_bigger(struct node *head,int item);

int main() {
    struct node *a = malloc(sizeof(struct node));
    struct node *b = malloc(sizeof(struct node));
    struct node *c = malloc(sizeof(struct node));
    a->data = 1;
    a->next = b;
    b->data = 2;
    b->next = c;
    c->data = 3;
    c->next = NULL;

    struct node *creat = upsidedown(a);

    if (creat == NULL) {
        printf("NOT EXIST");
    }
    while (creat != NULL) {
        printf("%d ",creat->data);
        creat = creat->next;
    }

    return 0;
}

struct node *last_to_first (struct node *head) {
    if (head == NULL) {
        return NULL;
    }
    if (head != NULL && head->next == NULL) {
        return head;
    }
    struct node *new = malloc(sizeof(struct node));
    struct node *cur = head;
    struct node *temp = cur->next;
    while (cur != NULL && temp->next != NULL) {
        cur = cur->next;
        temp = temp->next;
    }
    new->data = temp->data;
    cur->next = NULL;
    new->next = head;
    head = new;
    free(temp);
    return head;
}

struct node *upsidedown(struct node *head) {
    if (head == NULL) {
        return NULL;
    }
    if (head != NULL && head->next == NULL) {
        return head;
    }
    struct node *new = malloc(sizeof(struct node));
    new->data = head->data;
    new->next = NULL;
    struct node *cur = head->next;
    while (cur != NULL) {
        struct node *temp = malloc(sizeof(struct node));
```

```
        temp->data = cur->data;
        temp->next = new;
        new = temp;
        cur = cur->next;
    }
    return new;
}

struct node *free_bigger(struct node *head,int item){
    if (head == NULL) {
        return NULL;
    }
    while (head != NULL && head->data > item) {
        head = head->next;
    }
    if (head == NULL) {
        return NULL;
    }
    struct node *cur = head;
    while (cur != NULL && cur->next != NULL) {
        struct node *temp = cur->next;
        if (temp->data > item) {
            cur->next = temp->next;
            free(temp);
        }else {
            cur = cur ->next;
        }
    }
    return head;
}
```