

```
/*--- hw32.cpp ---*/
#include <iostream>

using namespace std;

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

void add2front(int, node*&);

int main()
{
    node* list = new node;
    list->next = NULL;

    int val, count = 0;
    while(cin >> val)
    {
        add2front(val, list);
        count++;
        if(val < 0) break;
    }
    cout << list->next->next->next->data << endl;
    return 0;
}

void add2front(int val, node*& list)
{
    node* temp = new node;
    temp->data = val;
    temp->next = list;
    list = temp;
    return;
}
```