```c
I.  #include <stdlib.h>

    Node *  SearchLast (Node * head, int val) {
        Node *  aux = NULL;
        while (head != NULL) {
            if (head→value == val) {
                aux = head;
            }

            head = head→next;
        }

        return aux;

    }
```

```c
II.  #include <stdlib.h>

    Node *  insertFirst (Node* head, int val) {
        Node *  newEl = (Node *) malloc (sizeof(Node));




        newEl→value = val;
        newEl→next = head;

        return newEl;

    }
```