

Start



```
graph TD; Start([Start]) --> Read[/Read user input string/]; Read --> Determine[Determine who user wants to disconnect from]; Determine --> SetZero[Set node connection table value to zero]; SetZero --> SetBoolean[Set node's 'disconnected' Boolean to 'true']; SetBoolean --> End(((END)));
```

This flowchart illustrates the process of disconnecting a user. It begins with a 'Start' terminal, followed by reading user input, determining the target user, setting the connection table value to zero, and finally setting the 'disconnected' Boolean to 'true' before reaching the 'END' terminal.

Read user  
input string

Determine who user  
wants to disconnect  
from

Set node connection  
table value to zero

Set node's  
'disconnected'  
Boolean to 'true'

END