

```
void CreateSchool(School  
*pschool)
```

```
graph TD; A[void CreateSchool(School *pschool)] -.-> B(CreateSchool(School *pschool)); B --> C[pschool->front=NULL]; C --> D[pschool->rear=NULL]; D --> E(pschool->size=0);
```

The flowchart illustrates the logic of the `CreateSchool` function. It begins with the function signature `void CreateSchool(School *pschool)` in an orange rectangle. A dashed line leads to an oval containing the function name `CreateSchool(School *pschool)`. From there, a solid arrow points to a rectangle for the first assignment `pschool->front=NULL`. Another solid arrow points to a second rectangle for `pschool->rear=NULL`. A final solid arrow points to an oval for the last assignment `pschool->size=0`.

CreateSchool(School *pschool)

pschool->front=NULL

pschool->rear=NULL

pschool->size=0