

void SchoolSize(School *pschool)

isEmpty(pschool)

True

printf("The Data Base is Empty\n")

False

printf("Number OF Students = %d\n",pschool->size)



```
graph TD; A([void SchoolSize(School *pschool)]) --> B{isEmpty(pschool)}; B -- True --> C([printf("The Data Base is Empty\n")]); B -- False --> D([printf("Number OF Students = %d\n",pschool->size)])
```

The flowchart illustrates the logic of the `SchoolSize` function. It begins with the function signature `void SchoolSize(School *pschool)`, which leads to a decision diamond `isEmpty(pschool)`. If the condition is **True**, the program prints "The Data Base is Empty\n". If the condition is **False**, the program prints "Number OF Students = %d\n",pschool->size".