



L O V E L Y  
P R O F E S S I O N A L  
U N I V E R S I T Y

*Transforming Education Transforming India*

# ONLINE VOTING SYSTEM

UNDER THE GUIDANCE  
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## ROLE OF EACH PERSION:

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ROLE: CODING, PPT, REPORT, PRE –SUBMISSION–REPORT

GITHUB ID:<https://github.com/Bhanu3633/online-voting-syste-.git>

## ACKNOWLEDGEMENT

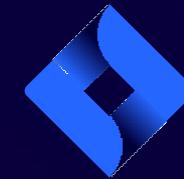
We would like to express our deep gratitude to all the people who have supported us throughout this project. First and foremost, we would like to thank **Dr. Bhimasen Mohrana** sir, for his invaluable guidance, support, and feedback throughout the project. Without his assistance, this project would not have been possible.

We are also grateful to our team members for their help in data collection, analysis, and interpretation. Their contributions have been instrumental in the success of this project.

Finally, we would like to express our gratitude to our family and friends for their unwavering support, encouragement, and understanding throughout my academic journey. Their love and support have been a source of strength and motivation for us.

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## Introduction

"ONLINE VOTING SYSTEM" is an online voting technique. In this system people who are citizens of a country and whose age is greater than 18 and any gender can give his/her vote online without going to any physical polling booths. In this every eligible voter is provided with an unique id called voter id .By using this voter id they can access the online voting system.



## Introduction

After entering the age of the user the system will check whether they are eligible to vote or not .If they are eligible then they are required to enter the voter id and name after that they can cast there vote to thier favorite party.After voting is complete, the party with the most votes will be proclaimed the winner according to the online voting system.

# Objectives

- 1.Implementing an automated online machine.
- 2.Validating the system to ensure that only legible voters are allowed to vote.
- 3.Reduce time for voters to cast their vote.



## Existing system

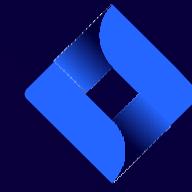
### 1)Paper-based voting:-

The voter gets a blank ballot and use a pen or a marker to indicate he/she want to vote for which candidate.Hand-counted ballots is a time and labour consuming process,but it is easy to manufacture paper ballots and the ballots can be retained.

2)

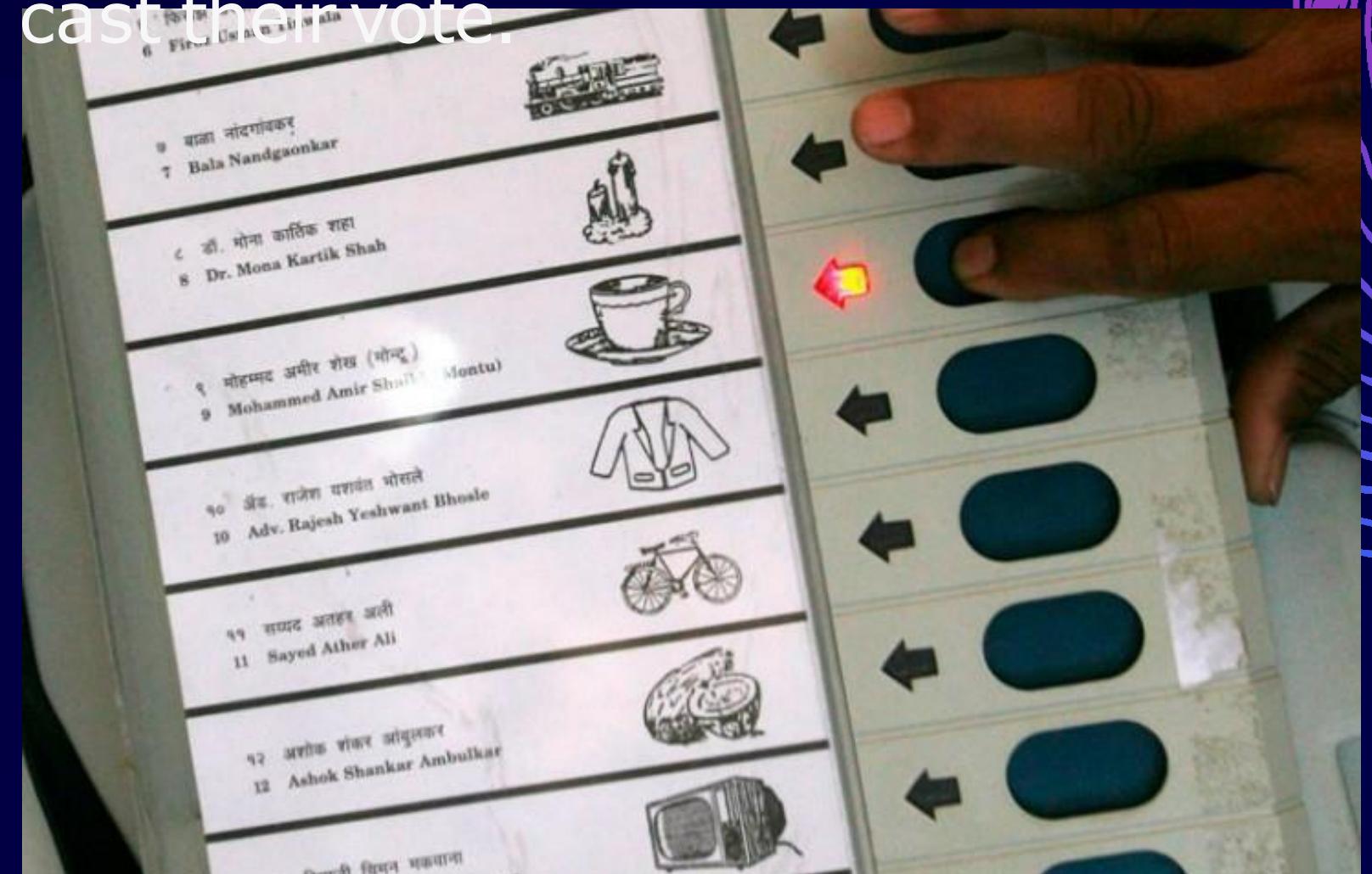
### optical voting machine :-

After each voter fills a circle corresponding to their favorite candidate on the blank ballot,this machine selects the darkest mark on each ballot for the vote then computes the total result.



# Drawbacks of an existing system

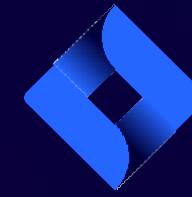
1. Need number of staff to conduct voting
2. Sometimes counting mistakes also happens during counting of votes.
3. Voters need to spend a lot of time in queue to cast their vote.





## Need for new System

Now we need a new system to overcome all the above mentioned drawbacks of present existing system like staff-free, any voter can easily handle the system, reduce the errors occurred during counting, paper-free, saves lot of time for voters.



## Proposed system

### **Features of system:-**

- 1.voters can cast their votes easily
- 2.secure and not eligible candidates cannot be able to vote
- 3.Error free
- 4.Counting does not take long time.

### **User requirements:**

- 1.Age of a voter
- 2.Voter ID of user



## Technologies used

Java with Java Development Kit(JDK) more than Version 7.0 installed  
IDE's like NetBeans,VS code,Eclipse(optional)

## SYSTEM REQUIREMENTS

Minimum Hardware Requirements:

RAM : 6GB (minimum)

Processor : intel I5 (minimum)

Storage: 128GB

Minimum Software Requirements:

Required Operating systemlike Windows, Linux, or macOS etc;

# Code:

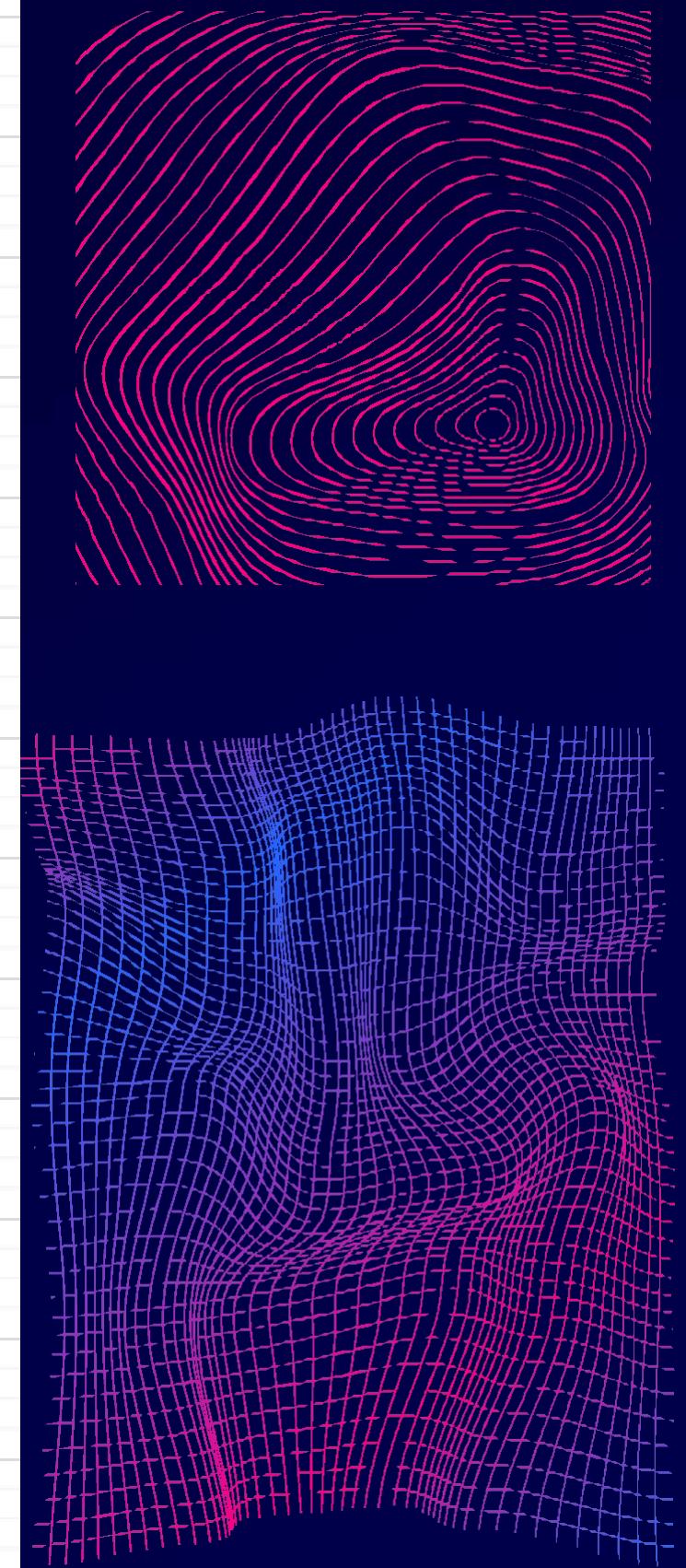
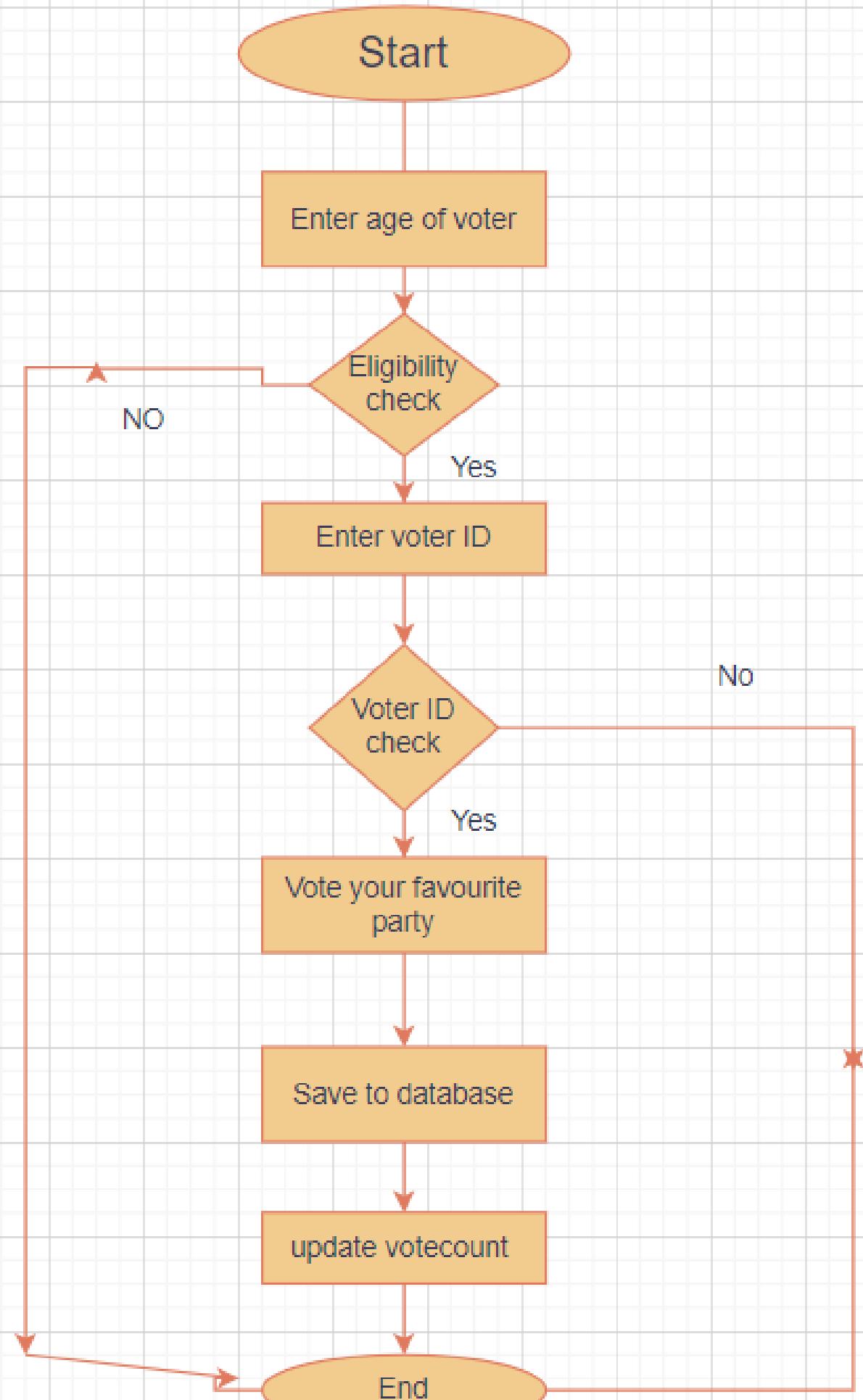
Co

```
1 import javax.swing.*;
2 public class main_page extends javax.swing.JFrame {
3
4     public static int p1 = 0;
5     public static int p2 = 0;
6     public static int p3 = 0;
7     public main_page() {
8         initComponents();
9     }
10
11
12     private void initComponents() {
13
14         jButton2 = new javax.swing.JButton();
15         jLabel1 = new javax.swing.JLabel();
16         jLabel2 = new javax.swing.JLabel();
17         jTextField1 = new javax.swing.JTextField();
18         jLabel3 = new javax.swing.JLabel();
19         jTextField2 = new javax.swing.JTextField();
20         jRadioButton1 = new javax.swing.JRadioButton();
21         jRadioButton2 = new javax.swing.JRadioButton();
22         jRadioButton3 = new javax.swing.JRadioButton();
23         jLabel4 = new javax.swing.JLabel();
24         jButton1 = new javax.swing.JButton();
25         jButton4 = new javax.swing.JButton();
26
27         jButton2.setText("RESEND");
28         jButton2.addActionListener(new java.awt.event.ActionListener() {
29             public void actionPerformed(java.awt.event.ActionEvent evt) {
30                 jButton2ActionPerformed(evt);
31             }
32         });
33     }
```



```
96         .addGap(18, 18, 18)
97         .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING, false)
98             .addComponent(jTextField1)
99             .addComponent(jTextField2, javax.swing.GroupLayout.DEFAULT_SIZE, 156, Short.MAX_VALUE)))
100        .addComponent(jLabel4)
101        .addGroup(javax.swing.GroupLayout.Alignment.TRAILING, layout.createSequentialGroup()
102            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
103                .addComponent(jRadioButton1)
104                .addComponent(jRadioButton2)
105                .addComponent(jRadioButton3))
106            .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
107            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING, false)
108                .addComponent(jButton1, javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
109                .addComponent(jButton4, javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)))
110        .addGap(16, 16, 16))))
111        .addContainerGap(52, Short.MAX_VALUE))
112    );
113    layout.setVerticalGroup(
114        layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
115            .addGroup(layout.createSequentialGroup()
116                .addContainerGap()
117                .addComponent(jLabel1, javax.swing.GroupLayout.PREFERRED_SIZE, 31, javax.swing.GroupLayout.PREFERRED_SIZE)
118                .addGap(31, 31, 31)
119                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
120                    .addComponent(jLabel2, javax.swing.GroupLayout.PREFERRED_SIZE, 32, javax.swing.GroupLayout.PREFERRED_SIZE)
121                    .addComponent(jTextField1, javax.swing.GroupLayout.PREFERRED_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE))
122                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
123                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAILING)
124                    .addComponent(jLabel3, javax.swing.GroupLayout.PREFERRED_SIZE, 28, javax.swing.GroupLayout.PREFERRED_SIZE)
125                    .addComponent(jTextField2, javax.swing.GroupLayout.PREFERRED_SIZE, javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE))
126                .addGap(20, 20, 20)
127                .addComponent(jLabel4)
128                .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)
```

# Flowchart



# Output

VOTING MANAGEMENT SYSTEM

## ONLINE VOTING SYSTEM

ENTER NAME

ENTER VOTER ID

CAST YOUR VOTE HERE

CPI       CONGRESS       BJP

**SUBMIT YOUR VOTE**      **CHECK RESULTS**

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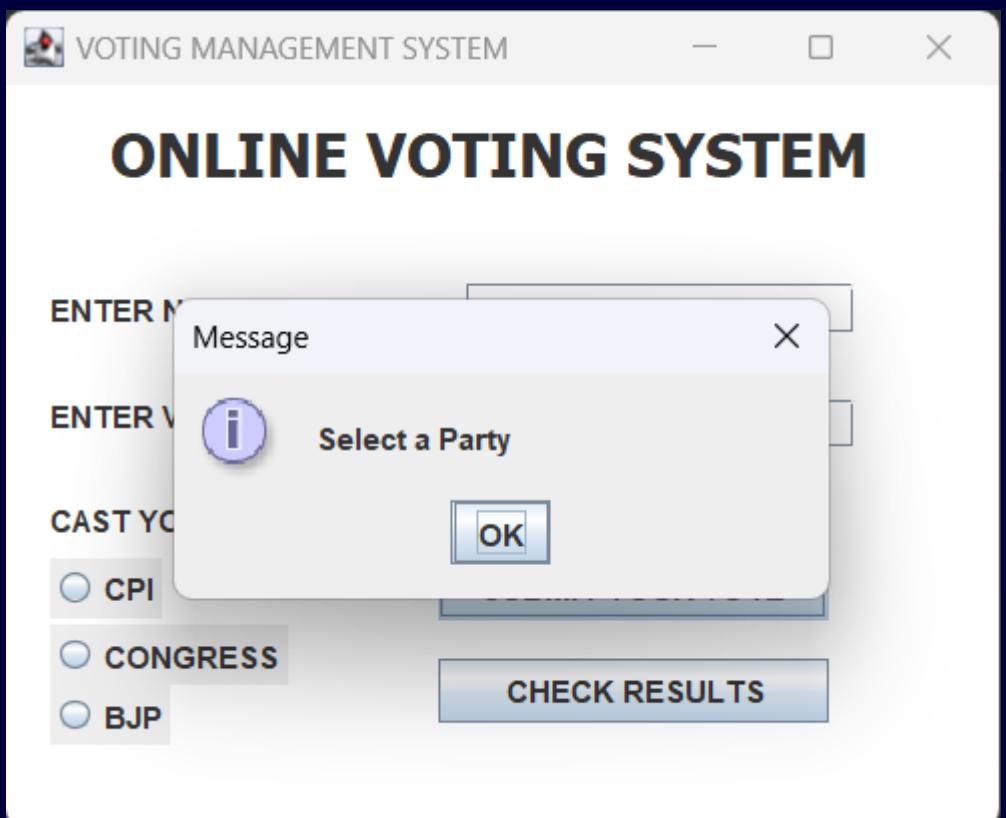
**Message**

i CPI2  
CONGRESS1  
BJP 3

BJP has a lead

**OK**

**CHECK RESULTS**



# Thank You

