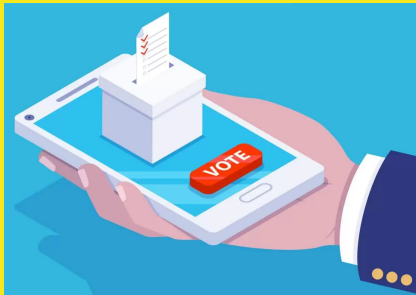


Electronic Voting System for the selection of Employee of the Month



EXECUTIVE SUMMARY

Innovate Electronic Voting System designed for the “Employee of the Month” selection, featuring a user-friendly interface that is intuitive to navigate and at its core, prioritizes transparency throughout the process by incorporating the following essential components

- Candidate Definition
- Secure Voter Registration Process
- Time Window management for Voting
- Guaranteed Singular Votes
- Easy user interface using drop down menus for voting



Concept



Company ABC places a significant emphasis on employee satisfaction and fostering a culture of recognition. Their dedicated recognition programs serve as a powerful tool to actively engage and motivate their workforce.

They are actively pursuing the deployment of a friendly system to replace the current manual voting process, ensuring transparency, accountability and easy accessibility to all employees from different locations.

Company ABC has enlisted our expertise to develop an Electronic Voting System designed for the selection of the "Employee of the Month." This comprehensive solution should encompass the following key components:

- Candidate Definition
- Streamlined Voter Registration Process
- Managed Time Window for Voting
- Guaranteed Singular Votes
- Allow for remote voting



SOLUTION

Registration

Employee of the Month Voting System

Time Left to Vote: 28 days, 0 hours, 51 minutes

Enter your Ethereum address:

0x8657943507a76A85135DEd418F32cF3203cB3d09

Register to Vote

Great! Now you are registered and able to cast your vote

Select a candidate:

Elon

Vote

Show Results

Voting

Employee of the Month Voting System

Time Left to Vote: 28 days, 0 hours, 51 minutes

Enter your Ethereum address:

0x8657943507a76A85135DEd418F32cF3203cB3d09

Register to Vote

Great! Now you are registered and able to cast your vote

Select a candidate:

Elon

Ken

Elon

Satoshi

Nakamoto

SOLUTION

Voter Authentication

The screenshot shows the Ganache IDE interface. On the left, the 'ENVIRONMENT' panel displays the 'Deploy & Run Transactions' tab. The 'Accounts' list shows several accounts, with the first one selected. The 'Transactions' panel shows a list of transactions, including a 'Voting' transaction. The 'Deployed Contracts' panel shows the 'Voting' contract deployed at address 0x498...64270. The main editor displays the Solidity code for the 'Voting' contract, which includes functions for registration, voting, and getting candidates. The code is as follows:

```
25 modifier onlyOwner {
26     require(msg.sender == owner);
27 }
28
29 function register(
30     string memory _name,
31     string memory _email,
32     string memory _password
33 ) public {
34     require(bytes(_name).length > 0, "Name is empty");
35     require(bytes(_email).length > 0, "Email is empty");
36     require(bytes(_password).length > 0, "Password is empty");
37     require(!_isRegistered(_email), "Email already registered");
38     _register(_name, _email, _password);
39 }
40
41 function _register(
42     string memory _name,
43     string memory _email,
44     string memory _password
45 ) private {
46     _candidates[_email] = _name;
47     _passwords[_email] = _password;
48 }
49
50 function _isRegistered(
51     string memory _email
52 ) private view returns (bool) {
53     return _candidates[_email] != "";
54 }
55
56 function getCandidates(
57     string memory _email
58 ) public view returns (string[]) {
59     return _candidates[_email];
60 }
61
62 function getWinner(
63     string memory _email
64 ) public view returns (string) {
65     return _winner[_email];
66 }
67
68 function vote(
69     string memory _email,
70     string memory _candidate
71 ) public {
72     require(!_isVoted(_email), "Already voted");
73     _vote(_email, _candidate);
74 }
75
76 function _vote(
77     string memory _email,
78     string memory _candidate
79 ) private {
80     _votes[_email]++;
81     _winner[_email] = _candidate;
82 }
83
84 function _isVoted(
85     string memory _email
86 ) private view returns (bool) {
87     return _votes[_email] > 0;
88 }
89
90 function _winner(
91     string memory _email
92 ) private view returns (string) {
93     return _winner[_email];
94 }
95
96 function _votes(
97     string memory _email
98 ) private view returns (uint256) {
99     return _votes[_email];
100 }
```

Unique voting validation

Employee of the Month Voting System

Time Left to Vote: 28 days, 0 hours, 56 minutes

Enter your Ethereum address:

0xc3d0Fb2a78640d7B1Ac68180f678032C62296F9f

Register to Vote

Error during registration: execution reverted: VM Exception while processing transaction: revert You are already registered

Select a candidate:

Elon

Vote

Show Results

Technologies used

SOLIDITY

To create the Smart Contract to manage the votes

GANACHE

To manage the registration process and accounts management

METAMASK

To manage user accounts and private key securely

VSCODE

To edit the text and create the code for Streamlit

STREAMLIT

To create the User interface and visualization elements

Approach

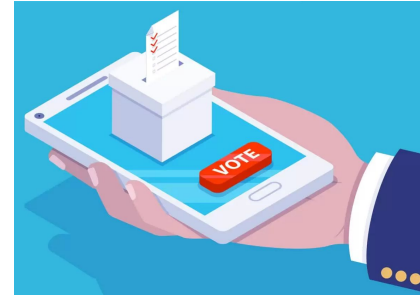
Challenges

- Synchronization of functions between Solidity and Streamlit to obtain the user interface desired
- Changes during development phase compared to the original plan
- Remix version compatibility

Successes

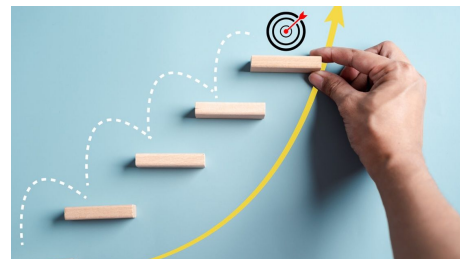
- Creation of an app connecting multiple tools
- Ganache accounts set up
- Use of Streamlit to create a friendly user interface

Demo



Next Steps

- Define a public function that describes what the Candidates are.
- Define an admin function that sets up who the candidates are.
- Include the candidates pictures within the ballot.
- Improve the tally up process visualization.
- Create protocols to control the access to the results



Links

- E Voting System ethereum: <https://github.com/GeekyAnts/sample-e-voting-system-ethereum>
- Vote Contract: <https://gist.github.com/maheshmurthy/3da385a42678c3e36a8328cbe47cae5b>