Mini Voting System Report

Introduction:

The Mini Voting System is a simple program developed in C language to simulate a voting process. This system allows candidates to nominate themselves, voters to cast their votes, and the declaration of election results. The project aims to provide a basic understanding of how a voting system operates.

Objective:

 The main objective of this project is to demonstrate the workflow of a voting system, including candidate nomination, voter participation, vote counting, and result declaration.

Features:

1.   Candidate Nomination:

•   Candidates can nominate themselves by providing their names and choosing an election symbol from a predefined list.

•   The program ensures that each symbol is chosen by only one candidate.

2.   Voting:

•   Voters can view the list of candidates along with their symbols and cast their votes.

•   Voters also have the option to vote for None of the Above (NOTA).

3.   Result Declaration:

•   After all votes are cast, the program calculates the winner based on the highest number of votes received by a candidate.

•   If NOTA receives the majority of votes, it is declared as the winner.

•   If there is no clear majority for any candidate or NOTA, the program indicates that no candidate wins.

Implementation:

•   The program is implemented using C language and utilizes structures to store candidate information and voting data.

•   Functions are defined for candidate nomination, voting, and result declaration.

•   Loops and conditional statements are used for input validation and decision-making processes.

•   The program utilizes arrays and loops to manage candidate symbols and track voting results.