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| Subject code & Name | : | **CSE304 &**  **Full Stack Development** | Practical | : | **1** | Academic Year | : | **2024-25** |

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| **Task - 1** |
| **Aim** |
| Create a real-time voting system where users can vote on a poll and see the results updated in real-time using only JavaScript, HTML, and CSS. |
| **Code** |
| index.html  <!DOCTYPE html>  <html lang="en">  <head>  <meta charset="UTF-8">  <meta name="viewport" content="width=device-width, initial-scale=1.0">  <title>Real-Time Voting System</title>  <link rel="stylesheet" href="style.css">  </head>  <body>  <div class="poll">  <h2>Vote for Your Favorite Language</h2>  <button onclick="vote('JavaScript')">JavaScript</button>  <button onclick="vote('Python')">Python</button>  <button onclick="vote('Java')">Java</button>  </div>  <div class="results">  <h2>Results</h2>  <p>JavaScript: <span id="jsVotes">0</span></p>  <p>Python: <span id="pythonVotes">0</span></p>  <p>Java: <span id="javaVotes">0</span></p>  </div>  <script src="script.js"></script>  </body>  </html>  style.css  body {  font-family: Arial, sans-serif;  display: flex;  flex-direction: column;  align-items: center;  justify-content: center;  height: 100vh;  margin: 0;  background-color: #f0f0f0;  }  .poll, .results {  background-color: white;  padding: 20px;  margin: 10px;  border-radius: 8px;  box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);  text-align: center;  }  button {  padding: 10px 20px;  margin: 5px;  border: none;  border-radius: 4px;  background-color: #007bff;  color: white;  cursor: pointer;  }  button:hover {  background-color: #0056b3;  }  script.js  const votes = {  JavaScript: 0,  Python: 0,  Java: 0  };  function vote(language) {  votes[language]++;  updateVotes();  }  function updateVotes() {  document.getElementById('jsVotes').textContent = votes.JavaScript;  document.getElementById('pythonVotes').textContent = votes.Python;  document.getElementById('javaVotes').textContent = votes.Java;  }  setInterval(() => {  const languages = ['JavaScript', 'Python', 'Java'];  const randomLanguage = languages[Math.floor(Math.random() \* languages.length)];  votes[randomLanguage]++;  updateVotes();  }, 2000); |
| **Output** |
| **1.1 voting system** |
| **Signature :** |