**Database schema :**

I did not use a database to store the data. Instead, it uses a local data structure, a HashMap, to store the data. The HashMap stores the name of the candidate as a key and their vote count as a value. This data structure is stored in memory and not persisted to a database.

A HashMap is a data structure that stores data in key-value pairs, where each key is unique. The key is used to quickly find the corresponding value. In this project, the key is the name of the candidate and the value is the number of votes that the candidate received. This data structure is stored in the memory of the program and not saved to a database. This allows the program to keep track of the candidates and their vote counts without the need for a database.

If the data is required to be saved for long-term storage or used by multiple applications, it's recommended to use a database.

**Here is an example of how the data may be represented in the HashMap:**

{

"Ajay": 3,

"Arjun": 1,

"Varun": 1

}