VotingSystem

-currentElection: Election -window: Window -inputPath: String -outputPath: String

+setInputPath(inputPath) +setOutputPath(outputPath) +getInputPath(inputPath) +getOutputPath(outputPath) +processElection(): Election +reset(): void

Window

- + Window() :void +addListeners(): void +selectDestination(): void
- +selectFile(): void
- +displayResults(): void

-name: String -party: String -totalVotes: int -rank: int

+getVotes(): int +increment(ballot): void +decerement(ballot): void

Candidate

+parse: Election +check_file: bool //checks if exists and is readable -electionType: String
-ballots(String): Ballots[]//given an election type returns ballots +parseIR(): Election +parseOPL(): Election

FileParser

+Candidate(newName, newParty)
+setVotes(newVotes): void
+getName():String
+getParty(): String

Ballot -numCandidate: int -ballotNum: int +Ballot() **OPLBallot IRBallot** -candidateRanks: int[] -candidateVote: int[] +OPLBallot(vote,ballotnu +IRBallot(ranks, ballotNum) +getRanks(): int[]

Party

-partyName: String -candidates: Candidate[] -totalVotes: int

+Party()

+Party(partyName, candidates, numVotes)
+setName(newName): void
+setVotes(newVotes): void

+decrement(ballot): void

+getVotes(): int +getName: String +increment(ballot): void

-fileName: String -electionType: String -candidateCount: int -candidates: Candidate[] -parties: Party[] -ballotCount: int -seatCount: int +Election() +Election(fileName, int type) +setFileName(name): void +setElectionType(type): void +setCandidates(candidates): void +setParties(parties): void +setBallotCount(count): void +getFileName(): String +getElectionType(): int +getCandidates(): Candidate[] +getParties(): Party[] +getBatletCount(): int +getSeatCount(): int

Election

OPLElection -votes: Map<string, int> -seats: Candidate[]

+processAudit(): void +processMedia(): void +initQuota(): void +assignSeat(): void +assignVote(): void

IRElection

-currCandidate: Cnadidate:

+processAudit(): void +processMedia(): void +redistribute(): void