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#include<stdio.h> // HEADER FILE FOR STANDARD I/O

#include<graphics.h> // HEADER FILE FOR GRAPHICS MODE

#include<dos.h> // HEADER FILE FOR ENABLING SOUND

#include<conio.h> // HEADER FILE FOR CONSOLE I/O

#include<stdlib.h> // HEADER FILE FOR LIBRARY FUNCTIONS

union REGS i,o;

int initmouse(); // FUNCTION TO INITIALIZE MOUSE POINTER

void showmouseptr(); // FUNCTION TO SHOW POINTER

void restrictmouseptr(int,int,int,int); // FUNCTION TO RESTRICT POINTER

void getmousepos(int *,int *,int *); // TO GET POINTER POSITION

void format(); // FUNCTION TO DRAW LAYOUT OF EVM

void graph(); // FUNCTION TO DISPLAY RESULT AS GRAPH

void welcome(); // FUNCTION TO DISPLAY WELCOME MESSAGE

void boundry();

int vote1=0,vote2=0,vote3=0,vote4=0; // VARIABLES TO HOLD VOTES FOR CANDIDATES

int button,x,y;

void main()
{
    int gd=DETECT,gm;

    initgraph(&gd,&gm,"c:\\turbo3\\bgi"); // INITIALIZING GRAPHICS MODE

    randomize();

    boundry();

    welcome(); // CALLING WELCOME FUNCTION

    cleardevice(); // CLEARING THE SCREEN

    format(); // CALLING FORMAT FUNCTION

    showmouseptr();

    restrictmouseptr(0,0,675,435); // RESTRICTING MOUSE POINTER WITHIN SCREEN

do
{
    getmousepos(&button,&x,&y);

    if((button&1)==1&&x>475&&x<580&&y>250&&y<280)
    {
        break;
    }

    else if((button&1)==1&&x>280&&x<380&&y>105&&y<125)
    {
        setcolor(YELLOW);circle(270,115,5);

        sound(1200);

        delay(500);
    }
}

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    nosound();
    setcolor(BLACK);circle(270,115,5);
    vote1++; }
else if((button&1)==1&&x>280&&x<380&&y>155&&y<175)
{ setcolor(YELLOW);circle(270,165,5);
    sound(1200);
    delay(500);
    nosound();
    setcolor(BLACK);circle(270,165,5);
    vote2++; }
else if((button&1)==1&&x>280&&x<380&&y>205&&y<225)
{ setcolor(YELLOW);circle(270,215,5);
    sound(1200);
    delay(500);
    nosound();
    setcolor(BLACK);circle(270,215,5);
    vote3++; }
else if((button&1)==1&&x>280&&x<380&&y>255&&y<275)
{ setcolor(YELLOW);circle(270,265,5);
    sound(1200);
    delay(500);
    nosound();
    setcolor(BLACK);circle(270,265,5);
    vote4++;
}

}          // END OF DO
while(1);
cleardevice();
initmouse();
showmouseptr();
boundry();
graph();
getch();
}          // END OF MAIN FUNCTION

```

```

void boundry()
{
    setcolor(1+random(14));
    rectangle(0,0,635,475);
    setcolor(1+random(14));
    rectangle(3,3,632,472);
}

void welcome()
{ randomize();

  settextstyle(8,0,4);
  setcolor(1+random(14));
  outtextxy(200,100,"WELCOME");

  delay(800);

  setcolor(1+random(14));
  outtextxy(250,160,"TO");

  delay(800);

  setcolor(1+random(14));
  outtextxy(50,220,"ELECTRONIC VOTING SYSTEM");

  delay(800);

  while(!kbhit())
  { setcolor(1+random(14));

    outtextxy(50,400,"Press any key to continue.....");

    delay(500);

    setcolor(BLACK);

    outtextxy(50,400,"Press any key to continue.....");

    delay(500);

  }

}

```

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void format()
{ setcolor(6);

  rectangle( 90,30,400,380);

  rectangle( 87,27,403,383);

```

```
settextstyle(0,0,5);  
outtextxy(140,40,"E V M");  
line(90,80,400,80);  
settextstyle(8,0,2);  
outtextxy(100,100,"Abhinav");  
rectangle(95,100,250,130);  
arc(290,115,90,270,10);  
arc(370,115,270,90,10);  
line(290,105,370,105);  
line(290,125,370,125);
```

```
outtextxy(100,150,"Pranshul");  
rectangle(95,150,250,180);  
arc(290,165,90,270,10);  
arc(370,165,270,90,10);  
line(290,155,370,155);  
line(290,175,370,175);
```

```
outtextxy(100,200,"Rahul");  
rectangle(95,200,250,230);  
arc(290,215,90,270,10);  
arc(370,215,270,90,10);  
line(290,205,370,205);  
line(290,225,370,225);  
outtextxy(100,250,"Ratnesh");  
rectangle(95,250,250,280);  
arc(290,265,90,270,10);  
arc(370,265,270,90,10);  
line(290,255,370,255);  
line(290,275,370,275);
```

```
rectangle(475,250,580,280);  
outtextxy(480,250,"RESULTS");
```

```

}

void showmouseptr()
{
i.x.ax=1;
int86(0x33,&i,&o);
}

void restrictmouseptr(int x1, int y1, int x2, int y2)
{ i.x.ax=7;

  i.x.cx=x1;

  i.x.dx=x2;

  int86(0x33,&i,&o);

  i.x.ax=8;

  i.x.cx=y1;

  i.x.dx=y2;

  int86(0x33,&i,&o);
}

void getmousepos(int *button, int *x, int *y)
{ i.x.ax=3;

  int86(0x33,&i,&o);

  *button=o.x.bx;

  *x=o.x.cx;

  *y=o.x.dx;
}

void graph()
{ outtextxy(200,100,"RESULTS(in % votes)");

  int candidate1=((vote1*100)/(vote1+vote2+vote3+vote4));
  int candidate2=((vote2*100)/(vote1+vote2+vote3+vote4));
  int candidate3=((vote3*100)/(vote1+vote2+vote3+vote4));
  int candidate4=((vote4*100)/(vote1+vote2+vote3+vote4));

  setcolor(2);

  rectangle(100,300,130,300-candidate1);outtextxy(100,300,"Abhinav");
  rectangle(200,300,230,300-candidate2);outtextxy(200,300,"Pranshul");
  rectangle(300,300,330,300-candidate3);outtextxy(300,300,"Rahul");
  rectangle(400,300,430,300-candidate4);outtextxy(400,300,"Ratnesh");
}

```

```

setcolor(1+random(14));

rectangle(545,400,600,430);

outtextxy(550,400,"EXIT");


do
{
getmousepos(&button,&x,&y);

if((button&1)==1&&x>545&&x<600&&y>400&&y<430)
{ break;}
}      // END OF DO
while(1);


}

initmouse()
{
i.x.ax=0;

int86(0x33,&i,&o);

return(o.x.ax);
}

```