

# DIGITIZING DEMOCRACY:

# AVOTING SYSTEM PROJECT

SUPERVISOR: Engr. KOUGANG Guy Rostand

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# PROJECT OBJECTIVES

- Digitizing the voting process
- Impartial vote counting
- Automation of largescale data processing

# SYSTEM ARCHITECTURE



**Implemented in Java** 

Utilizes ArrayLists and HashMaps for efficient data management

Key classes: Candidate, Voter, VotingSystem, main class

### FUNCTIONALITY

**Admin and voter roles** 

Admin initiates voting sessions, posts results, and manages the system

Voters enter names, cast votes, or exit

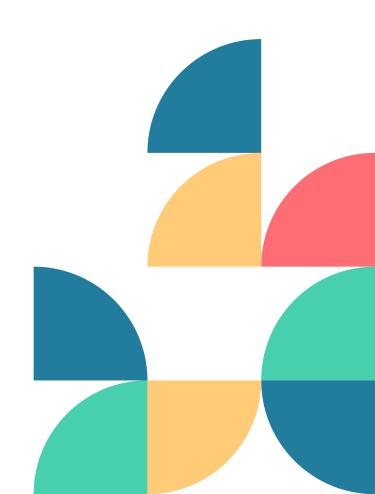
Robust tie-breaking mechanism for resolving ties

#### SECURITY MEASURES

Password-protected critical functions

User authentication through user IDs

Prevention of multiple votes by voters

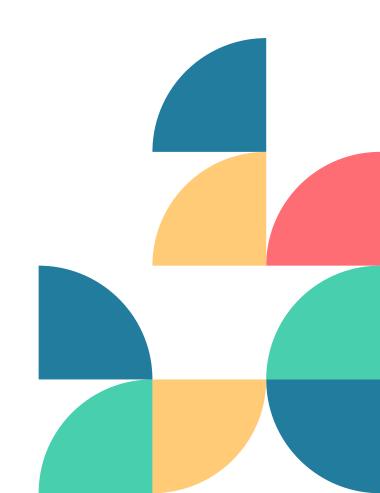


#### DATA MANAGEMENT

Candidate and party information stored in a file

Automatic removal of duplicate party entries

Efficient File I/O manipulation for storage and retrieval



# FUTURE ENHANCEMENTS



User interface for enhanced userfriendliness

2

Implementation of a database for managing predefined users

Restriction of system access to specific groups or countries

## CHALLENGES FACED

1

Initial difficulties with HashMaps and ArrayLists

2

Overcoming the learning curve through research and iteration



# CONCLUSION

# THANKS FOR YOUR KEEN ATTENTION