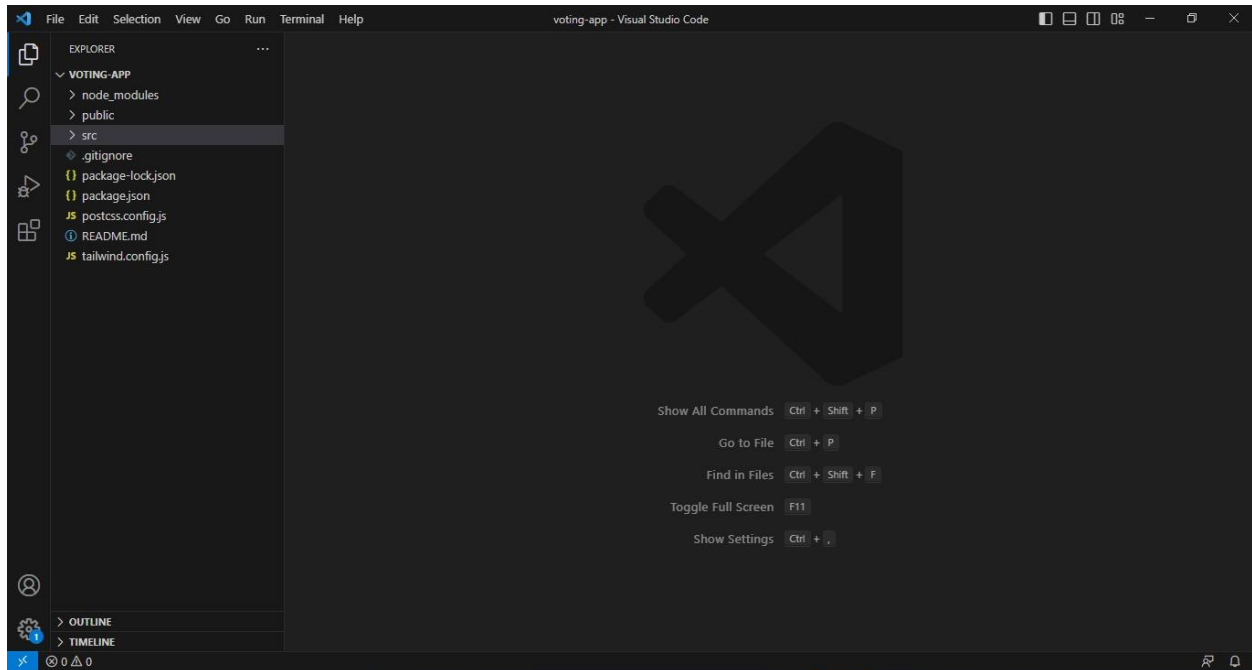


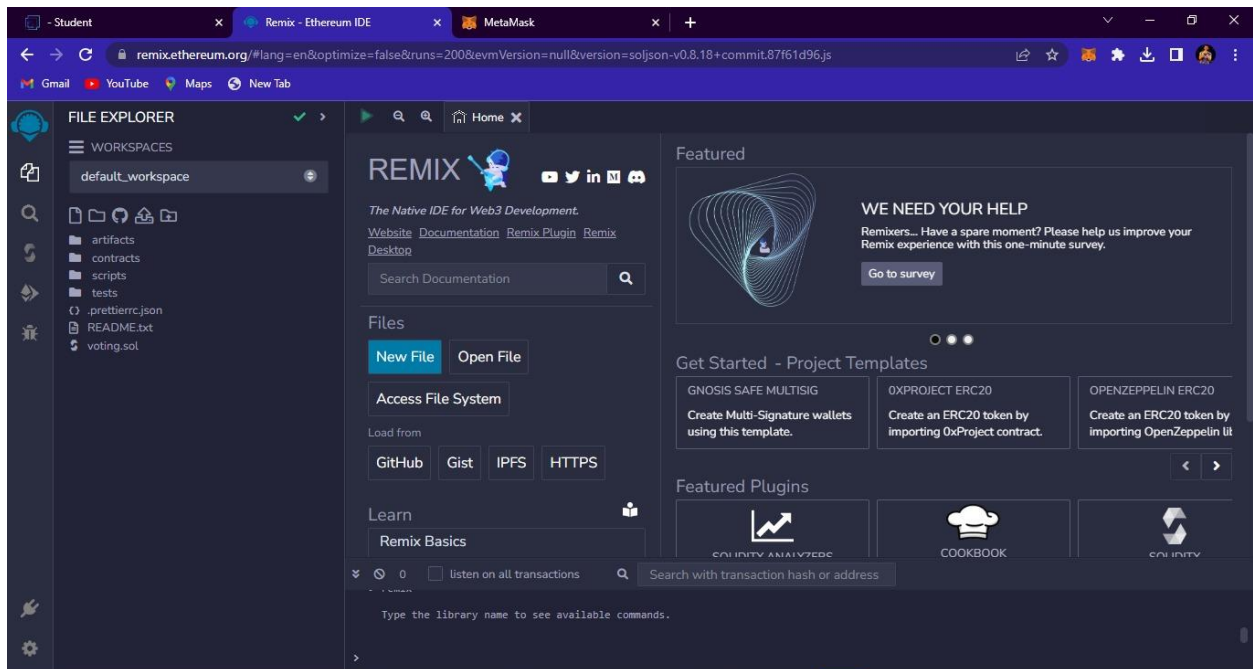
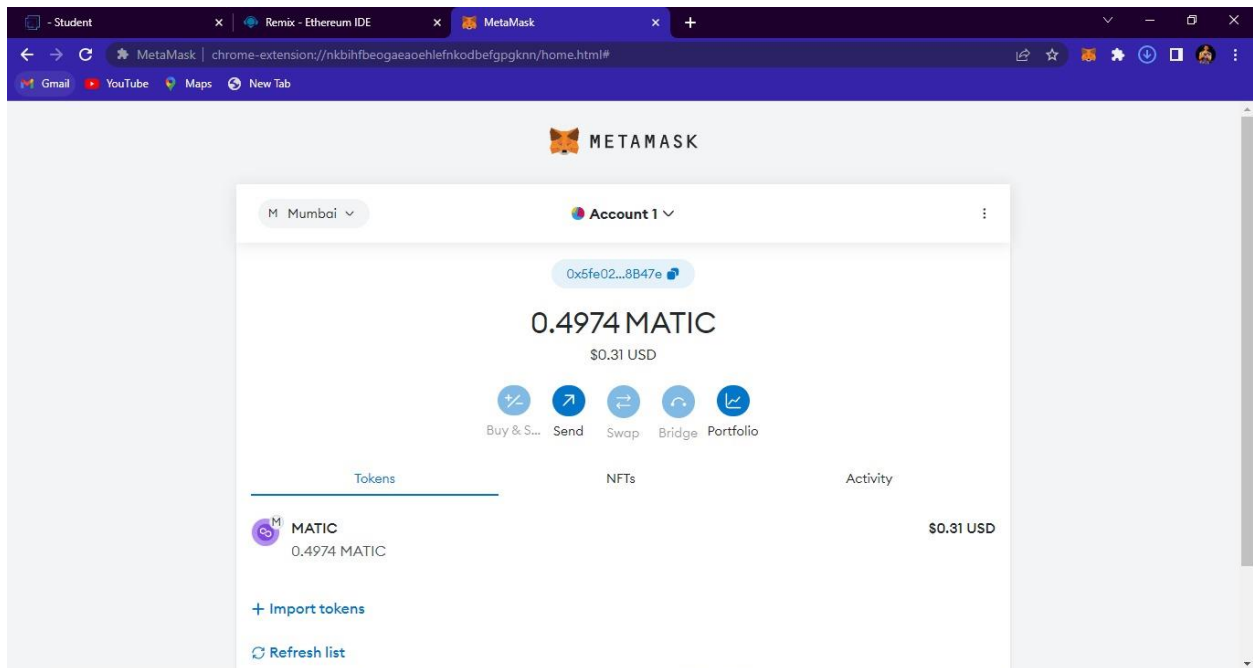
Project Development Phase Model Performance Test

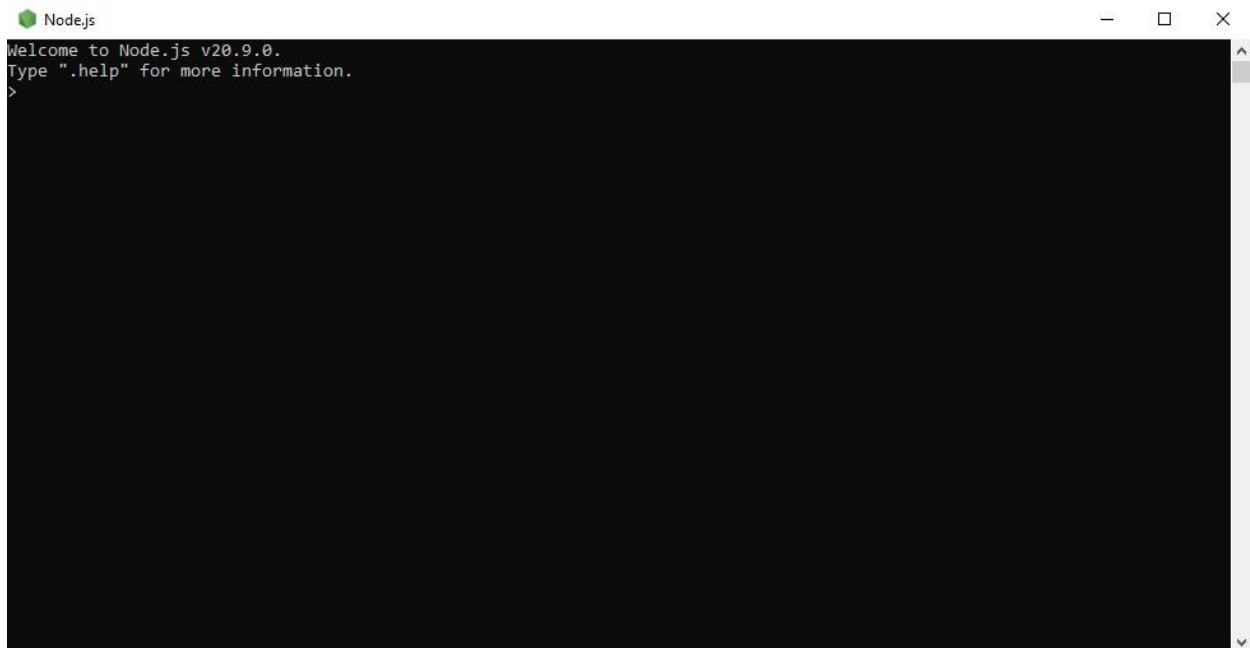
Date	27/10/2023
Team ID	NM2023TMID00666
Project Title	Electronic Voting System

Screen Shots

1.Information gathering

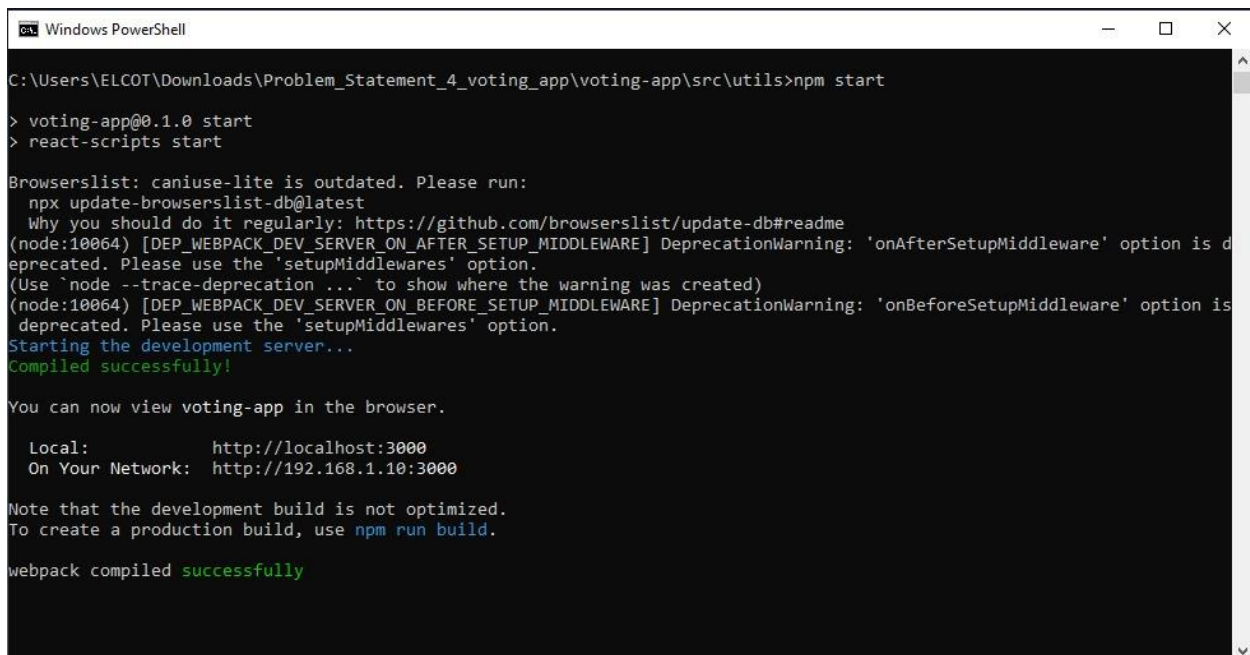




A screenshot of a Node.js REPL window. The title bar says "Node.js". The text inside the window reads: "Welcome to Node.js v20.9.0. Type ".help" for more information." followed by a prompt ">".

```
Node.js
Welcome to Node.js v20.9.0.
Type ".help" for more information.
>
```

Cmd npm start

A screenshot of a Windows PowerShell terminal window. The title bar says "Windows PowerShell". The text inside shows the execution of "npm start" in a specific directory, followed by several deprecation warnings and a successful compilation message.

```
Windows PowerShell
C:\Users\ELCOT\Downloads\Problem_Statement_4_voting_app\voting-app\src\utils>npm start

> voting-app@0.1.0 start
> react-scripts start

Browserslist: caniuse-lite is outdated. Please run:
  npx update-browserslist-db@latest
  Why you should do it regularly: https://github.com/browserslist/update-db#readme
(node:10064) [DEP_WEBPACK_DEV_SERVER_ON_AFTER_SETUP_MIDDLEWARE] DeprecationWarning: 'onAfterSetupMiddleware' option is deprecated. Please use the 'setupMiddlewares' option.
(Use `node --trace-deprecation ...` to show where the warning was created)
(node:10064) [DEP_WEBPACK_DEV_SERVER_ON_BEFORE_SETUP_MIDDLEWARE] DeprecationWarning: 'onBeforeSetupMiddleware' option is deprecated. Please use the 'setupMiddlewares' option.
Starting the development server...
Compiled successfully!

You can now view voting-app in the browser.

  Local:            http://localhost:3000
  On Your Network:  http://192.168.1.10:3000

Note that the development build is not optimized.
To create a production build, use npm run build.

webpack compiled successfully
```

Remix Ide platform exploring

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active, displaying the 'ENVIRONMENT' as 'Injected Provider - MetaMask', the 'ACCOUNT' as '0x5fe...8B47e (0.5 ether)', and the 'GAS LIMIT' as '3000000'. The 'CONTRACT' dropdown shows 'VoteSystem - voting.sol'. The 'Deploy' button is highlighted. Below it, there are options to 'Publish to IPFS' and 'At Address'. The main editor displays the Solidity code for the 'VoteSystem' contract:

```
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.8.0;
3
4 contract VoteSystem{
5     address public owner;
6
7     constructor(){
8         owner= msg.sender;
9     }
10
11     struct candidate {
12         uint voterId;
13         string name;
14         uint age;
15         uint voteCount;
16     }
17
18     mapping (uint => candidate) candidateMap;
19
20     struct voters {
21         uint voterId;
22         string name;
23         uint age;
24         bool votingState;
25     }
26 }
```

The screenshot shows the Remix IDE interface after deployment. The 'DEPLOY & RUN TRANSACTIONS' panel is active, displaying the 'Deployed Contracts' section. The 'VOTESYSTEM AT 0x080...2C19D' contract is listed, and the 'enrollCandidate' function is selected. The 'Balance' is 0 ETH. The main editor displays the Solidity code for the 'VoteSystem' contract, which is the same as in the previous screenshot. The 'Debug' button is visible at the bottom right of the interface.

Front end

