

**E-Voting Portal**

Software Requirements Specifications

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## Purpose

To develop a web application which could solve the problem of physical reporting in Voting. Helps individuals in voting for individuals in their constituency to become leaders of those constituency.

## Scope

* Create database to store all the information entered by the user .
* To provide user with options regarding voting (eg. become a candidate , Vote for candidate, etc).
* To assist candidates to keep track of their information by displaying it duly on their dashboard.
* To assist user to vote for their suitable candidate in their constituency without any kind of bias towards any candidate.

## Definitions, Acronyms and Abbreviation

1. **WebApp -** ​Website Application.
2. **Activity** - ​Each page of application is called an activity.
3. **URI** ​- ​Uniform resource identifier
4. **DB** -​ ​Database.

## References

## IEEE SRS Format.

## TGMC-2008 Sample Synopsis Format.

1. Problem Definition Provided By TGMC-2008

## Technologies to be used

1. Application Architecture - Flask, JavaScript, jQuery, CSS, HTML

# Database Application - MySQL

## Overview

This is a Web Application which attempts to resolve the problem of Physical reporting for voting by making the entire process online. A user is required to register. Then they become a voter. Further they have a chance to become a candidate. When they do make that decision they have to enter the required details. Furthermore, they can withdraw their nomination. The details are stored in the database and updated accordingly. Once the Election Officer opens elections of a particular constituency, a voter can vote. Furthermore, once the elections are closed, the results are displayed with the votes in decreasing order.

2. Functional Requirements

1. The system should be able to take input from user which includes the files like images, signatures etc without error.
2. Then further according to the type of user - voter or candidate, the dashboards must accordingly be displayed.
3. The system must be able to distinguish between the electionofficer, voter and candidate.
4. System should be as responsive as possible with clear routes for the functionalities.

# 3. Non-functional Requirements

1. Since this a webapp which can be used from anywhere and anytime in the world, so the server should be well managed for such kind of requirements.
2. The webapp should be compatible with the user device’s version of operating system.
3. The user must provide required permissions to the app to access files which have to be uploaded To use the application in the best possible way please read the tips displayed while using the webapp.
4. The users using the webapp should read the tips displayed while first use in order to get familiar with it and get the best performance out of it.

# 4. Behavioural Description

## 4.1 Description

Our project “E-Voting Portal” is a website app to help individuals to vote for their leader in their constituency in a fair and easy manner. We require the application to be very clear in its functionalities since a wrong functionality invoked can cause drastic consequences in elections.

The user has to :

1. Register and then chose whether to nominate him/herself as a candidate or a voter.
   1. Candidate :
      1. The Candidate first must upload suitable documents to be verified to be a leader of the constituency. These are verified by the Election Officer. The Candidate can also Withdraw the nomination.
   2. Voter :
      1. The Voter can vote for the suitable candidate. He/she can see the details of the candidate and choose from them.
      2. Once voted, the number of votes for that candidate is increased by one and the voter can no longer vote.

1. Vote for the suitable candidate.
2. Logout after they have voted (the backend ensures that the voter can vote only once)

## 4.2 Use Case Diagram

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## 4.3 Activity Diagram

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