

Assignment 3: Develop the logic and the HMI for a simplified electronic voting machine.

Inputs:

- 1) **Voting_enabled** (toggle switch)
- 2) **Polling_officer** (push button, momentary contact)
- 3) **A, B, C** (push button, momentary contact, one for each candidate)
- 4) **Result** (toggle switch)

Outputs:

- 1) **Lamp_A, Lamp_B and Lamp_C.**
- 2) **Votes_A, Votes_B, Votes_C,** (digital display that indicates the votes obtained by candidates **A, B, C.**
- 3) **Audio** (audio alarm output represented by a lamp)

Description:

- The voting machine operates only when the **Voting_enabled** switch is on. If this switch is off, all functions of the voting machine are disabled (except the result display as explained later).
- The polling officer checks the credentials of the voter, and for a valid voter, presses the **Polling_officer** push button. This enables the voting buttons **A, B** and **C**.
- The voter then presses any of the three buttons **A, B** and **C**, depending on the candidate that he wants to vote for. This increases the vote count of the candidate by 1. The lamp besides the name of the candidate voted for, (**Lamp_A or Lamp_B or Lamp_C**) lights up for one second to confirm that the vote has been registered. The audio alarm **Audio** is activated for one second to inform the polling officer that the voter has cast his vote. Only the first push-button pressed is registered. Multiple presses of the same button or different buttons do not register additional votes.
- When voting has been completed, the **Voting_enabled** switch is turned off to disable the machine. Now turning on the **Result** switch displays the votes obtained by each candidate. The votes obtained are displayed only if the **Voting_enabled** switch is off. The displays are invisible as long as **Voting_enabled** is true. Turning on the **Voting_enabled** switch again resets the votes obtained by the three candidates to 0 and restarts the voting process.







