```
#include <stdio.h>
#include <ctype.h>
int main()
  char gender, choice = 'Y', vote;
  char name[25];
  int age;
  int vote1 = 0, vote2 = 0, vote3 = 0;
  while (choice == 'Y')
  {
  tryagain:
     printf("Your gender is: Male (M) or Female (F): ");
     scanf("%s", &gender);
     gender = toupper(gender);
     if (gender == 'M')
       printf("Male");
     else if (gender == 'F')
       printf("Female");
     else
       printf("\nPlease enter valid gender.\n");
       goto tryagain;
     printf("\nEnter your name: ");
     scanf(" %s", &name);
     if (gender == 'M')
       printf("You are Mister %s", name);
     else if (gender == 'F')
       printf("You are Miss %s", name);
     else
       printf("You are Mister/Miss %s", name);
```

```
printf("\nWhat is your age? ");
     scanf("%d", &age);
  jump:
     if (age >= 18)
     {
     move:
       printf("\nWho would you like to vote:\n\nA. BJP B. AAP C. Congress\tPlease select\n(A)
(B) (C): ");
       scanf(" %c", &vote);
       vote = toupper(vote);
       switch (vote)
       {
       case 'A':
          vote1++;
          break;
       case 'B':
          vote2++;
          break;
       case 'C':
          vote3++;
          break;
       default:
          printf("\nInvalid option, please choose a valid option.\n");
          goto move;
          break;
       }
     else if (age <= 0 || age > 150)
       printf("\nError, please enter a valid age.\n");
       printf("\nWhat is your age? ");
       scanf(" %d", &age);
       goto jump;
     }
     else
       printf("\nSorry, you're not eligible to vote.\n");
     printf("\nWould you like to vote again? Yes (Y) or No (N): ");
     scanf(" %c", &choice);
     choice = toupper(choice);
  }
```

```
printf("\nVoting has been ended: BJP: %d, AAP: %d, Congress: %d\n", vote1, vote2, vote3);

if (vote1 > vote2 > vote3)
{
    printf("BJP is the winner!");
}
else if (vote2 > vote1 > vote3)
{
    printf("AAP is the winner!");
}
else if (vote3 > vote2 > vote1)
{
    printf("Congress is the winner!");
}
else
{
    printf("It's a tie!");
}
return 0;
}
```