

Polling System
Guide (Design Document)
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SDD For Polling System

This document contains information about the usage and configuration of our polling system. Our system is designed to provide a lightweight polling system solution for smaller sized crowds. This could be in a small-town environment, or a local club. Regardless, our solution will provide the user with quick and easy access to their voting options.

Admins will be able to update information about the users at the system level, and can view the current votes amassed by the candidates. Users, candidates and admins must be pre-added in before the polling time begins.

In the program itself, new users and candidates can be added to the event using the array. You will then need to add to the if else conditional statements within the program. This program is best suited for smaller environments.

SDLC (Waterfall Model)

Requirement Analysis

Before configuring the system, you will need to get a list of all users who will be partaking in the polling. Each user must be programmed in before running the program and turning it over to the public. You will also need to decide on the admin login credentials needed to login and count votes. Users will need to be contacted to provide a username and password to the system for usage.

System Design

A datasheet will be made that contains all provided usernames and passwords by those who are partaking in the poll. At this time a username and password for admin will also be provided, as well as the candidate details.. The system will function with a simple menu that is easy to navigate for the user.

Implementation

The programmers responsible for configuring the polling system will enter the data provided by the administration orchestrating the poll. The data will be stored in an array for

easy access. The functionalities of the menus are then added, with separate panels for users and an admin. The menus will each loop back on each other or give the user an option to quit.

Testing

All panels within the user and admin menus will be tested to have functionality and the ability to return the user to a previous screen, or give them the option to quit. The functionality of the admin screen is also tested both to see the results work, as well as the ability to change usernames and passwords within the system itself without having to edit code manually.

Deployment

Computers containing the polling system will be shipped to the provided destination, provided all required fees have been delivered from the establishment conducting the polling. A personal technician will also be assigned to the machine to upkeep the inside components of the machine.

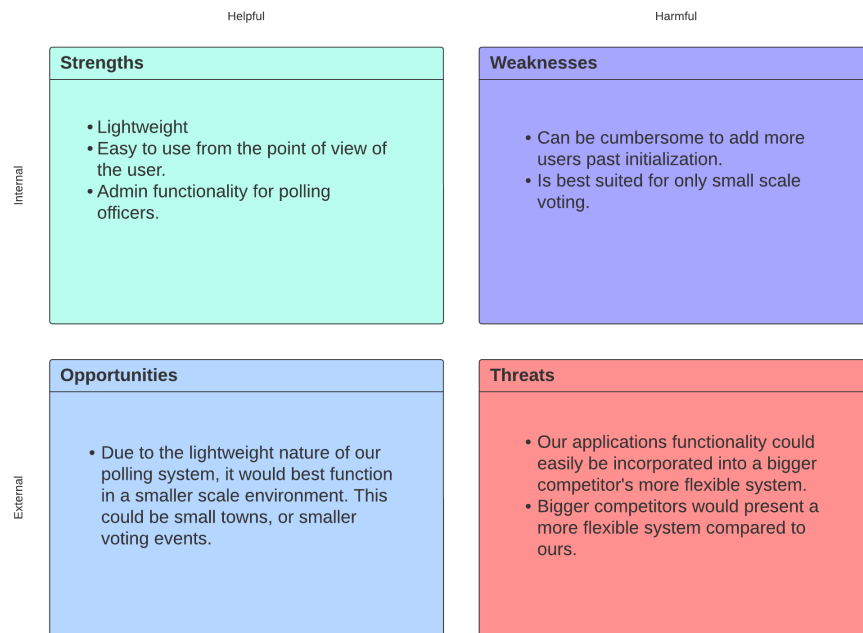
Maintenance

The technician is fully capable of fixing any issue that would arise from the code of the polling system.

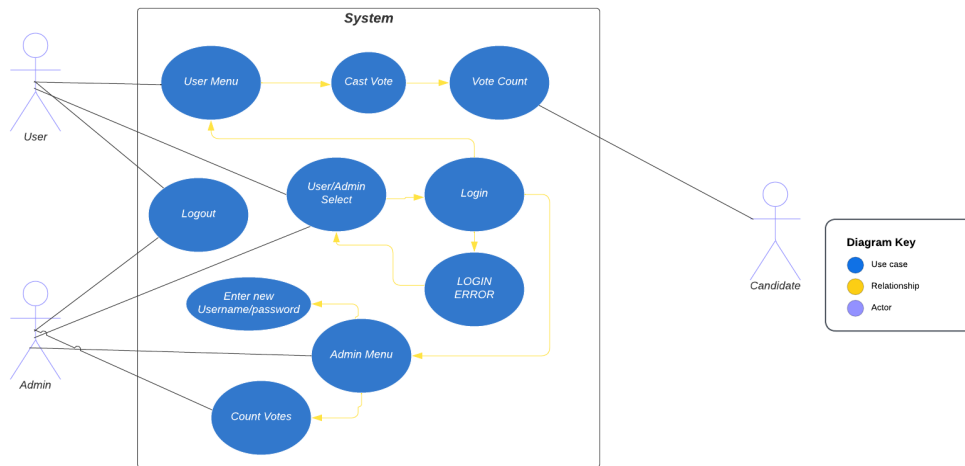
Project Planning

Before the product is shipped, information will have to be gathered about the group who the poll will be for. This includes Names, usernames, passwords, and other personal info relevant to the current vote. The total amount of voters partaking will also have to be taken into account, as our solution is best for smaller crowds. Further preparations include location, demographic, and monetary transactions, which fees differ depending on location and distance.

SWOT Analysis



Use Case Diagram



Test Case Scenarios

Test Case ID	Test Case Des.	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
ID01	Check the ability for users to login.	Enter "1", enter username and password, press enter.	Username = BobbyHill Password = 123	User logs in.	As expected.	Pass
ID02	Check the ability for admins to login.	Enter "2", Enter username and password, press enter.	username = TestAdmin password = 123	Admin logs in.	As expected.	Pass
ID03	Check the	Enter "2",	username	Admin	As	Pass

	ability for admins to check votes.	Enter username and password, press enter, enter "1".	= TestAdmin password = 123	checks the vote amount.	expected.	
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UML Diagram (Sequence Diagrams)

