# Visvesvaraya Technological University, Belagavi – 590010



# MOBILE APPLICATION DEVELOPMENT MINI PROJECT REPORT ON College Voting Application

# Submitted by

Sukith S	4SO19CS182
Sairaj Raikar	4SO20CS416
Shrinidhi Kolvekar	4SO20CS418

# Under the guidance of Ms Shravya Shetty

(Assistant Professor, CSE Department)



# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING ST JOSEPH ENGINEERING COLLEGE

Vamanjoor, Mangaluru -575028, Karnataka 2021-2022

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#### ST JOSEPH ENGINEERING COLLEGE

# Vamanjoor, Mangaluru- 575 028

#### DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



# **CERTIFICATE**

This is to certify that the Mini project entitled "College Voting Application" is a bonafide work carried out by

Sukith S	<i>4SO19CS182</i>
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Students of sixth semester B.E. Computer Science & Engineering and submitted as a part of the course Mobile Application Development with Mini Project (18CSMP68), during the academic year 2021-2022.

Ms Shravya Shetty	Dr Sridevi Saralaya
Project Guide	Head of the Department
Name of the Examiners	Signature with Date
1	1
2	2

#### **ABSTRACT**

The Student Voting System system provides online voters registration forms for students where students registers and are allowed to log in as either students or delegates or candidates. Each registered user has a password to log in. The system provides an interactive platform where voters and candidates interacts and thus candidates perform their campaigns. The system allows preliminary voting and the results are graphically represented in percentage. This system also allows the candidates to be liked by users and the most liked candidate is the most popular. The system compute and gives the election results for all the posts and provides reports for the whole election process. The main objective of this system is to design, develop and implement an efficient, user friendly, interactive student voting system. The methodology used is waterfall.

#### **ACKNOWLEDGEMENT**

We dedicate this page to acknowledge and thank those responsible for the shaping of the project. Without their guidance and help, the experience while constructing the dissertation would not have been so smooth and efficient.

We sincerely thank **Ms Shravya Shetty, Assistant Professor**, Department of Computer Science and Engineering for her guidance and valuable suggestions which helped us to complete the project.

We owe our profound gratitude to **Dr Sridevi Saralaya**, **Head of the Department**, Computer Science and Engineering, whose kind consent and guidance helped us to complete this work successfully.

We are extremely thankful to our **Director**, **Rev. Fr Wilfred Prakash D'Souza**, our **Principal**, **Dr Rio D'Souza**, and **Assistant Director**, **Rev. Fr Alwyn Richard D'Souza** for their support and encouragement.

We would like to thank all our Computer Science and Engineering staff members who have always been with us extending their support, precious suggestions, guidance, and encouragement throughout in all possible ways.

We also extend our gratitude to our friends and family members for their continuous support.

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#### **CHAPTER 1 – INTRODUCTION**

Android Voting System project is developed in java using Android Studio and includes SQLite to implement database creation and storage. The project has lots of essential features in order to have a voting system to elect candidates for specific position in the college. This project contains a main screen with options for voter and admin login. The Voter's login page is where the registered voter can sign in to vote. The voter can also request for password if forgotten using forgot password link. The admin login allows admins to login where he/she can add new voters to the list, view total votes till time and view candidates list who have already voted. While logging in from voter's login, the user should provide their USN registered through admin and password in order to log in to the system to vote. Students can cast single vote per registered USN, and nonregistered candidates cannot vote for the position.

#### **CHAPTER 2 – ABOUT ANDROID STUDIO**

Android Studio is the official Integrated Development Environment (IDE) for Android app development, based on IntelliJ IDEA . On top of IntelliJ's powerful code editor and developer tools, Android Studio offers even more features that enhance your productivity when building Android apps, such as:

- A flexible Gradle-based build system
- A fast and feature-rich emulator
- A unified environment where you can develop for all Android devices
- Apply Changes to push code and resource changes to your running app without
- restarting your app
- Code templates and GitHub integration to help you build common app features
- and import sample code
- Extensive testing tools and frameworks
- Lint tools to catch performance, usability, version compatibility, and other
- problems
- C++ and NDK support
- Built-in support for Google Cloud Platform, making it easy to integrate Google
- Cloud Messaging and App Engine

#### **CHAPTER 3 – DESIGN AND IMPLEMENTATION**

#### 3.1 XML LAYOUT DESIGN

#### 3.1.1 Main Screen

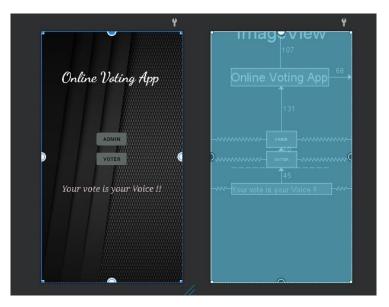


Fig 3.1.1: Home Screen Layout

## 3.1.2 Admin Login

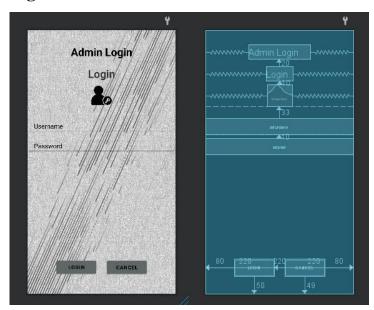


Fig 3.1.1: Admin Login Screen Layout

# 3.1.3 Voter Login

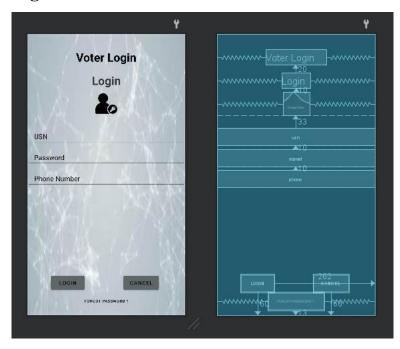


Fig 3.1.3: Voter Login Screen Layout

## 3.1.4 Password Recovery



Fig 3.1.4: Password Recovery Screen Layout

## 3.1.5 Admin Page



Fig 3.1.5: Admin page Layout

#### 3.1.6 Add Voter

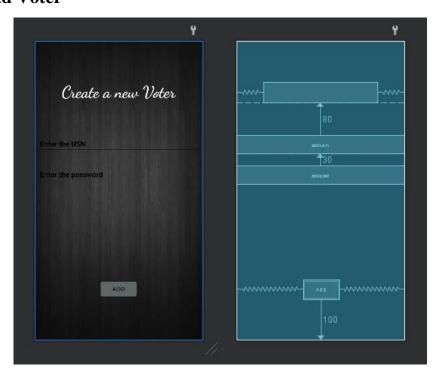


Fig 3.1.6: Add Voter Screen Layout

## 3.1.7 Result Screen

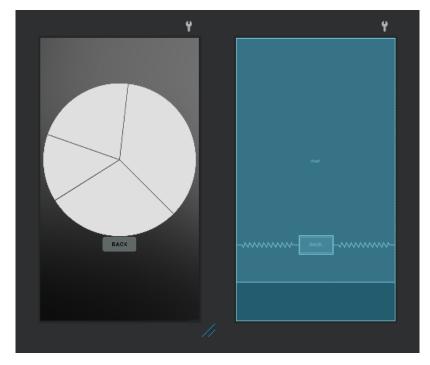


Fig 3.1.7: Result Display Screen Layout

#### 3.1.8 Voters List

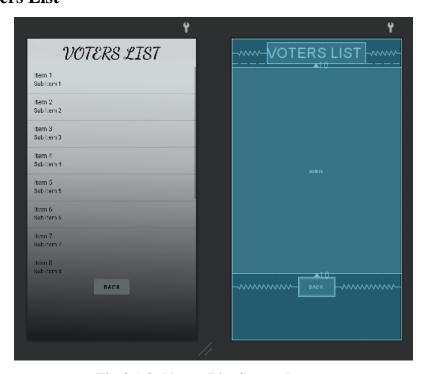


Fig 3.1.8: Voters List Screen Layout

# 3.1.9 Voting Page

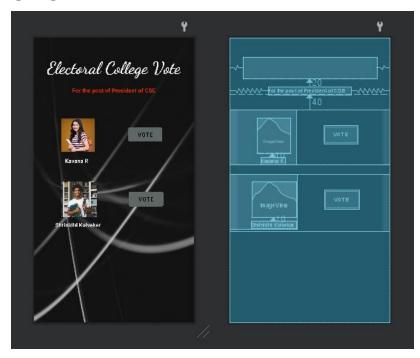


Fig 3.1.9: Voting Page Screen Layout

# 3.1.10 Final Page

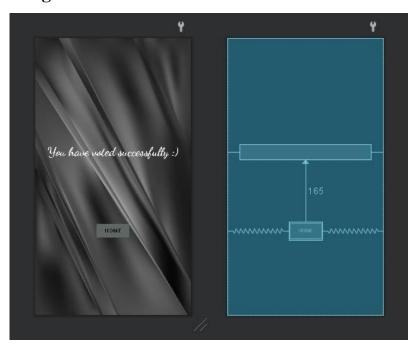


Fig 3.1.10: Successful Submission Screen Layout

#### 3.2 PALETTE AND ATTRIBUTE

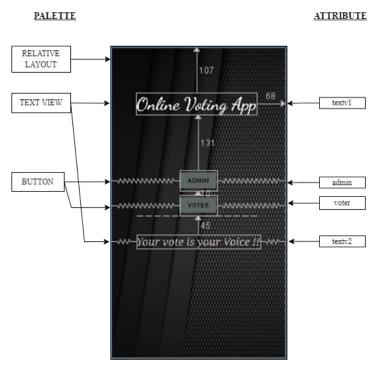


Fig 3.2.1 Main Screen

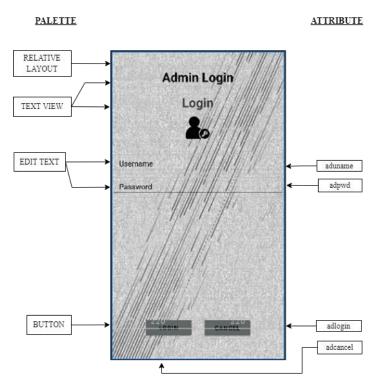


Fig 3.2.2 Admin Login

<u>PALETTE</u> <u>ATTRIBUTE</u>

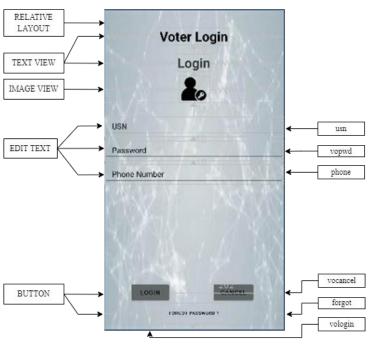


Fig 3.2.3: Voter Login

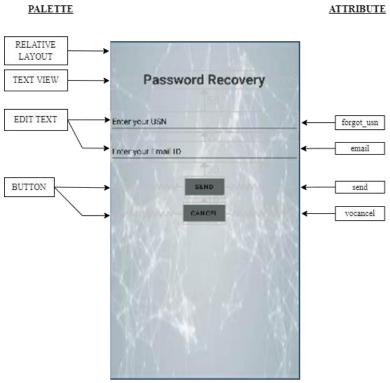


Fig 3.2.4: Password Recovery

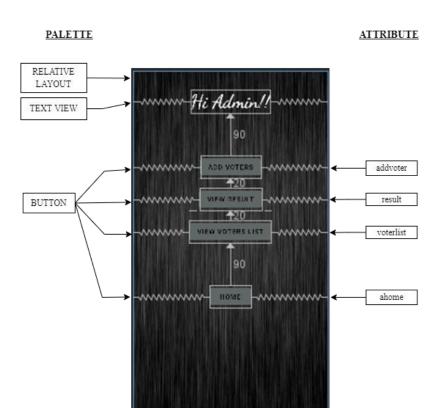


Fig 3.2.5: Admin page

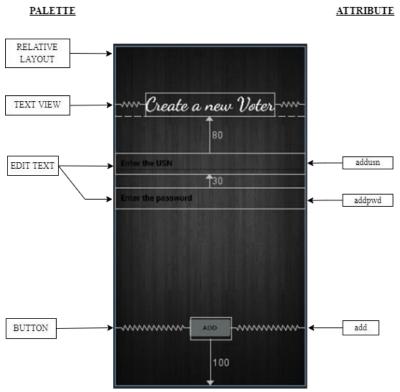


Fig 3.2.6: Add Voter

<u>PALETTE</u> <u>ATTRIBUTE</u>

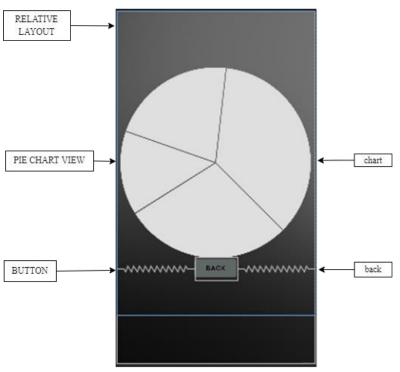


Fig 3.2.7: Result Display

PALETTE ATTRIBUTE VOTERS LIST TEXT VIEW item 1 Gubitem 1 RELATIVE LAYOUT Item 2 Subitem 2 Item 3 Sub Item 3 tem 4 LIST VIEW Subitem 1 voters item 5 Sublitem 5 Icm 8 BUTTON back

Fig 3.2.8: Voters List

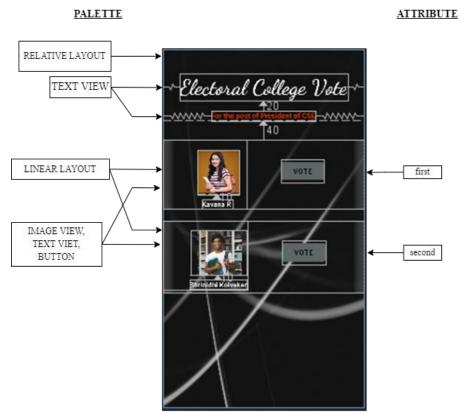


Fig 3.2.9: Voting Page

PALETTE

ATTRIBUTE RELATIVE LAYOUT You have voted successfully:) TEXT VIEW home BUTTON

Fig 3.2.10: Successful Submission

#### 3.3 DESCRIPTION ABOUT IMPLEMENTATION

#### DatabaseHelper.java

// To create a database using SQLite so to store app data with each use

```
package com.example.onlinevotingapp;
    static final String ADMIN TABLE = "Admin table";
     public DatabaseHelper(Context context)
     public void onCreate(SQLiteDatabase db) {
db.execSQL("CREATE TABLE "+ADMIN_TABLE+" (a_id INTEGER PRIMARY
KEY AUTOINCREMENT, username TEXT NOT NULL, a_password TEXT NOT NULL)");

db.execSQL("CREATE TABLE "+VOTER_TABLE+" (v_id INTEGER PRIMARY)
KEY AUTOINCREMENT, usn TEXT UNIQUE NOT NULL, v_password TEXT NOT NULL, ph_no TEXT) ");
PRIMARY KEY AUTOINCREMENT, vc_usn TEXT UNIQUE NOT NULL, vote_casted TEXT
    public void onUpgrade (SQLiteDatabase db, int oldVersion, int
          db.execSQL("DROP TABLE IF EXISTS "+ADMIN_TABLE);
db.execSQL("DROP TABLE IF EXISTS "+VOTER_TABLE);
```

```
void insertData(String ADMIN, String admin)
    SQLiteDatabase db=this.getWritableDatabase();
    SQLiteDatabase db=this.getWritableDatabase();
    Cursor cursor=db.rawQuery("SELECT * FROM "+ADMIN_TABLE+" WHERE = '"+name+" "+" AND a_password = '"+pwd+" ", null);
    if(cursor.moveToFirst())
    SQLiteDatabase db=this.getWritableDatabase();
    SQLiteDatabase db=this.getWritableDatabase();
    if(cursor.moveToFirst())
public boolean addVoteCasted(String usn, String vote)
    SQLiteDatabase db=this.getWritableDatabase();
    SQLiteDatabase db=this.getWritableDatabase();
```

```
Cursor cursor=db.rawQuery("SELECT vc_usn FROM
cursor.getString(cursor.getColumnIndex("vc usn"));
         Cursor cursor=db.rawQuery("SELECT vote_casted FROM ASTED TABLE+" WHERE vote casted = '"+vote+" '", null);
         cursor.moveToFirst();
    public String fetchpwd(String usn)
         SQLiteDatabase db=this.getWritableDatabase();
cursor.getString(cursor.getColumnIndex("v password"));
```

#### MainActivity.java

// To implement main screen

```
package com.example.onlinevotingapp;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
```

#### AdminLogin.java

// To implement admin login page

```
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;

public class AdminLogin extends AppCompatActivity {
    Button adlogin,adcancel;
    EditText aduname,adpwd;
    DatabaseHelper mydb;
    boolean status;
    String ADMIN,admin;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_admin_login);
        mydb=new DatabaseHelper(this);
```

#### VoterLogin.java

#### // To implement voter login page

```
package com.example.onlinevotingapp;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import java.util.regex.Matcher;
import java.util.regex.Pattern;
public class VoterLogin extends AppCompatActivity {
    EditText usn,vopwd,phone;
```

```
phone=(EditText) findViewById(R.id.phone);
vologin.setOnClickListener(new View.OnClickListener() {
    @Override
        String num=phone.getText().toString();
        else if(result=mydb.searchvoter(vo usn, vo pwd)) {
```

```
finish();
}
});
vocancel.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        startActivity(new

Intent(VoterLogin.this, MainActivity.class));
        finish();
    }
});
}
public boolean isValidUSN(final String usn) {
    Pattern pattern;
    Matcher matcher;
    String USN_PATTERN="^(4SO)[1-2][0-9](CS)[0-9]{3}$";
    pattern=Pattern.compile(USN_PATTERN);
    matcher=pattern.matcher(usn);
    return matcher.matches();
}
```

#### ForgotPassword.java

// To implement password recovery page for the user

```
package com.example.onlinevotingapp;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.os.StrictMode;
import android.view.View;
import android.widget.Button;
import android.widget.Button;
import android.widget.EditText;
import android.widget.Toast;
import papaya.in.sendmail.SendMail;
public class ForgotPassword extends AppCompatActivity {
    EditText forgot_usn,email;
    Button send,vocancel;
    String msg;
    DatabaseHelper mydb;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_forgot_password);
        mydb=new DatabaseHelper(this);

        forgot_usn=(EditText)findViewById(R.id.forgot_usn);
        email=(EditText)findViewById(R.id.email);
        send-(Button)findViewById(R.id.send);
        vocancel=(Button)findViewById(R.id.vocancel);

        send.setOnClickListener(new View.OnClickListener() {
          @Override
          public void onClick(View v) {
        }
}
```

```
String usn=forgot usn.getText().toString();
                String fmail=email.getText().toString();
(!Patterns.EMAIL ADDRESS.matcher(email.getText().toString()).matches())
email.getText().toString(), "Password Recovery", msg);
                    finish();
StrictMode.ThreadPolicy.Builder().permitAll().build();
```

#### AdminPage.java

#### // To implement admin page

```
package com.example.onlinevotingapp;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
```

```
startActivity(new
finish();
finish();
```

#### AddVoter.java

// To implement new voter registration by the admin

```
package com.example.onlinevotingapp;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
```

```
add.setOnClickListener(new View.OnClickListener() {
                   status = mydb.addVoter(addusn.getText().toString(),
                       addpwd.setText("");
                       startActivity(new
                        finish();
                        Toast.makeText(AddVoter.this, "Failed to add
/oter!!!", Toast.LENGTH SHORT).show();
```

```
return matcher.matches();
}
```

#### VotersList.java

// To implement voters information list for the admin

```
oackage com.example.onlinevotingapp;
import android.widget.ArrayAdapter;
import android.widget.Button;
public class VotersList extends AppCompatActivity {
   protected void onCreate(Bundle savedInstanceState) {
        mydb=new DatabaseHelper(this);
        back=(Button) findViewById(R.id.back);
        voters.setAdapter(arrayAdapter);
        back.setOnClickListener(new View.OnClickListener() {
            public void onClick(View v) {
                 finish();
```

#### PieChart.java

// To implement result display based on total votes for the candidate using Pi chart

```
package com.example.onlinevotingapp;
import androidx.appcompat.app.AppCompatActivity;
```

```
mydb=new DatabaseHelper(this);
pieChartData.setHasLabels(true).setValueLabelTextSize(14);
pieChartView.setPieChartData(pieChartData);
back.setOnClickListener(new View.OnClickListener() {
    public void onClick(View v) {
        startActivity(new
```

#### VoterPage.java

// To implement voting page for the registered voters

```
package com.example.onlinevotingapp;
import androidx.appcompat.app.AppCompatActivity;
```

```
import android.Manifest;
import android.app.PendingIntent;
import android.content.Intent;
import android.content.pm.PackageManager;
import android.os.Bundle;
import android.telephony.SmsManager;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;
         DatabaseHelper mydb;
         @Override
                  mydb=new DatabaseHelper(this);
String[]{Manifest.permission.SEND SMS},
                                               Toast.makeText(VoterPage.this, "Vote
```

#### SuccessActivity.java

// To implement voting successful screen on successful voting

# **CHAPTER 4 – SCREENSHOTS**



Fig 4.1 Main Screen

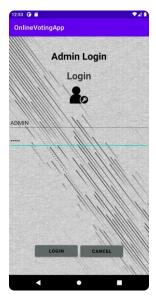


Fig 4.2: Admin Login



Fig 4.3: Voter Login



Fig 4.4: Password Recovery



Fig 4.5: Admin page



Fig 4.6: Add Voter

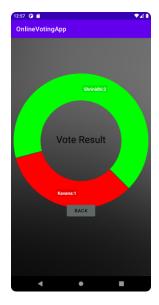


Fig 4.7: Result Display



Fig 4.8: Voters List



Fig 4.9: Voting Page



Fig 4.10: Successful Submission

## **CHAPTER 5 – CONCLUSION AND FUTURE WORK**

The paper aimed to provide analysis of a simple voting application used in college level voting for president or any other roles in college community. Our empirical research found that additional development and updating of this application for more efficient workload will be fulfilled. The advantages of this voting application is to establish a simple and secure voting system for within a small community like schools or colleges to vote the candidates for appropriate position. So, we have planned to implement a simple voting system that is light weight and secure where only the registered voters can cast vote and not more than one vote per candidate is allowed. We also plan to add result feature where the voters will be notified with the results once the voting period is over.

#### **REFERENCES**

- 1. Android Studio Tutorial ( https://developer.android.com/)
- 2. Tutorials point ( https://www.tutorialspoint.com/android/android\_sqlite\_database/ )
- 3. GeeksForGeeks ( https://www.geeksforgeeks.org/ )
- 4. StackOverflow ( www.stackoverflow.com )
- 5. YouTube ( <a href="https://www.youtube.com/">https://www.youtube.com/</a>)
- 6. Google ( https://www.google.com/ )