PRACTICAL: 6

AIM:

Implement a secure, transparent, and efficient e-voting system using the Ethereum blockchain that allows candidates to vote from any location, ensures vote integrity, and provides real-time verifiability.

THEORY:

In traditional elections, voting is often conducted manually or electronically through centralized systems, which can suffer from issues like tampering, lack of transparency, or restricted accessibility. By using blockchain technology, particularly Ethereum, we can build a secure, transparent, and decentralized e-voting system that ensures:

- Only eligible voters can vote
- Each person can vote only once
- Votes cannot be changed or deleted
- Results are visible and verifiable in real time

Smart contracts are self-executing code stored on the blockchain. In this voting system, a smart contract handles:

- Candidate registration
- Vote casting
- Vote counting
- Declaring results

This eliminates the need for a central authority to manage the election.

Ethereum is a blockchain platform that supports smart contracts. We used it to deploy our voting contract using Solidity, Ethereum's programming language.

Remix is an online tool used for writing, deploying, and testing Ethereum smart contracts. It simulates the blockchain locally, allowing developers and students to experiment without using real cryptocurrency.

- Only the admin (the person who deployed the contract) can add candidates.
- Each voter (identified by their Ethereum address) can vote only once.
- All votes are stored on the blockchain permanently.
- Anyone can call getResults() to see who is winning.

CODE:

```
pragma solidity ^0.8.0;
contract Voting {
    struct Candidate {
        uint id;
        string name;
        uint voteCount;
    mapping(uint => Candidate) public candidates;
    mapping(address => bool) public voters;
    uint public candidatesCount;
    uint public totalVotes;
    address public admin;
    // Event to notify when a vote is cast
    event Voted(address indexed voter, uint candidateId);
    constructor() {
        admin = msg.sender; // The person deploying the contract is the admin
    modifier onlyAdmin() {
        require(msg.sender == admin, "Only the admin can perform this action");
        _;
    // Function to add a new candidate
    function addCandidate(string memory _name) public onlyAdmin {
        candidatesCount++;
        candidates[candidatesCount] = Candidate(candidatesCount, name, 0);
    }
    // Function to allow voters to cast their vote
    function vote(uint _candidateId) public {
        require(!voters[msg.sender], "You have already voted.");
        require( candidateId > 0 && candidateId <= candidatesCount, "Invalid</pre>
candidate.");
        voters[msg.sender] = true;
        candidates[ candidateId].voteCount++;
        totalVotes++;
```

```
emit Voted(msg.sender, _candidateId);
}

// Function to get the results of the election
function getResults() public view returns (string memory winnerName, uint
winnerVoteCount) {
    uint winningVoteCount = 0;
    for (uint i = 1; i <= candidatesCount; i++) {
        if (candidates[i].voteCount > winningVoteCount) {
            winningVoteCount = candidates[i].voteCount;
            winnerName = candidates[i].name;
            winnerVoteCount = winningVoteCount;
        }
    }
}
```

OUTPUT:

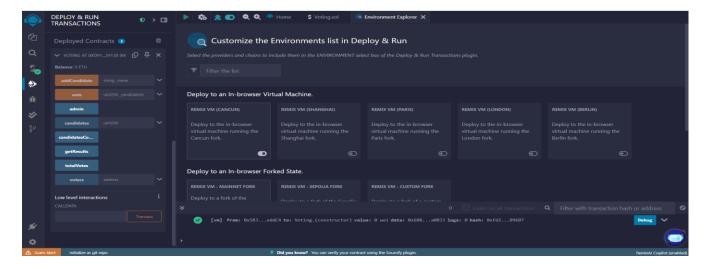


Figure 1:Deploy the contract

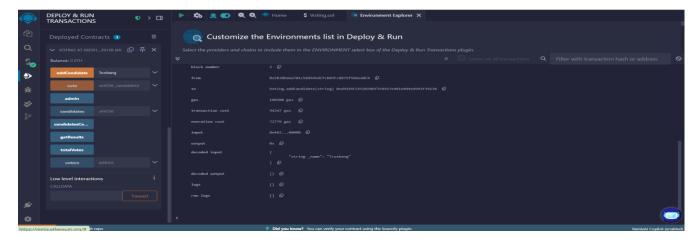


Figure 2:Add candidate

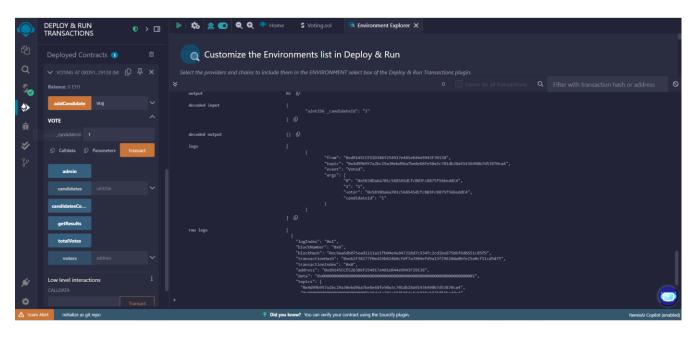


Figure 3:Vote for candidate

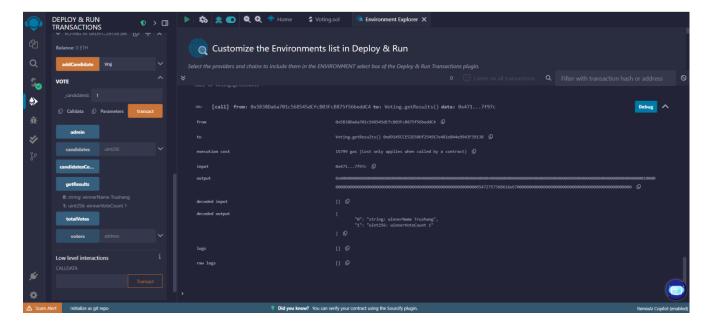


Figure 4:Get the result

LATEST APPLICATIONS:

- National-Level Pilots
- University & Student Elections
- Online Polling & Contests

LEARNING OUTCOME:

In this practical, I developed and deployed a smart contract for an e-voting system using Ethereum and Remix IDE. I added candidates, cast votes, and retrieved results. This enhanced my understanding of blockchain-based voting, Solidity programming, and decentralized systems, while gaining hands-on experience with smart contract deployment and testing.

REFERENCES:

1. https://remix.ethereum.org/