

# Project Development Phase

## Utilization Of Algorithms, Dynamic Programming, Optimal Memory Utilization

TEAM ID	NM2023TMID04400
PROJECT NAME	BIOMETRIC SECURITY SYSTEM FOR VOTING PLATFORM

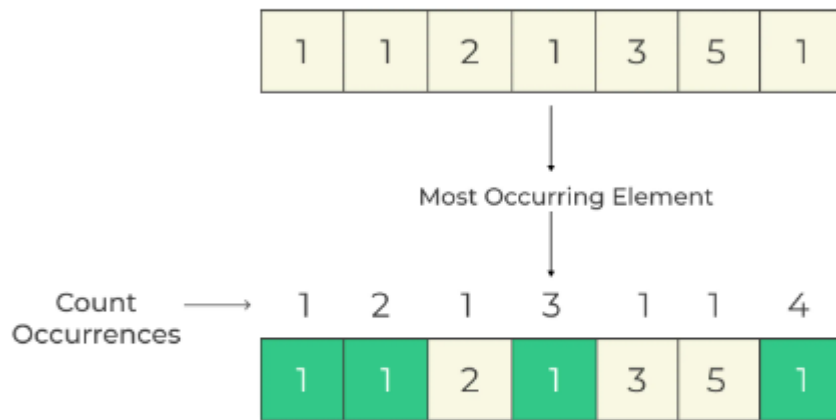
### Major voting algorithm

- Algorithm is an algorithm for finding the majority of a sequence of elements using linear time and a constant number of words of memory.
- It is named after Robert S. Boyer and J Strother Moore, who published it in 1981, and is a prototypical example of a streaming algorithm.

### Algorithm for voting in C++

- The Boyer-Moore Majority Vote Algorithm is an efficient algorithm for finding the majority element in an array, which is an element that appears more than  $n/2$  times, where  $n$  is the length of the array.
- The algorithm was proposed by Robert S. Boyer and J Strother Moore in 1980 and is widely used in various applications, such as data analysis, voting systems, and image processing.

## Boyer-Moore Majority Vote Algorithm in C++



Most Occurring Element = 1

Occurring 4 times which is greater than  $n/2$

Example:

Input:  $k = 6$ ,  $\text{arr} = [1, 2, 5, 2, 2, 2]$

Output: Majority Element is 2

### Algorithm :

- Iterate through the array from the beginning to the end.
- For each element in the array:
- If the count is 0, set the current element as the candidate.
- If the current element is the same as the candidate, increment the count.
- If the current element is different from the candidate, decrement the count.
- After the first pass, the candidate is the potential majority element.
- Reset the count to 0.
- Iterate through the array again.

- Count the occurrences of the candidate element.
- If the candidate occurs more than half of the time, it is the majority element.
- If the candidate occurs more than half of the time, return it as the majority element.
- If the candidate occurs less than or equal to half of the time, there is no majority element.

```

• #include <iostream>
• #include <vector>
•
• using namespace std;
•
• int majorityElement (vector < int > &nums)
• {
•     int candidate = 0;           // Initialize candidate as the
first element
•     int count = 0;               // Initialize count as 0
•
•     // First pass: Find the potential majority element
•     for (int num:nums)
•     {
•         if (count == 0)
•         {
•             candidate = num;     // Set candidate as the current element
•         }
•         count += (num == candidate) ? 1 : -1; // Increment or
decrement count
•     }
•
•     // Second pass: Verify if the candidate is the majority element
•     count = 0;                   // Reset count
•     for (int num:nums)
•     {
•         if (num == candidate)
•         {
•             count++;             // Count occurrences of the candidate
•         }
•     }
•
•     // If the candidate occurs more than half of the time, return it
•     if (count > nums.size () / 2)
•     {
•         return candidate;
•     }
•     else
•     {
•         return -1;              // Return -1 if there is no majority element

```

```

•     }
• }
•
• int main ()
• {
•     // Example usage of the Boyer-Moore Majority Vote Algorithm
•     vector < int > nums = { 1, 2, 2, 2, 3, 2, 4, 2, 5 }; // Example
input array
•     int majority = majorityElement (nums);           // Call the
algorithm
•     if (majority != -1)
•     {
•         cout << "The majority element is: " << majority << endl;
•     }
•     else
•     {
•         cout << "There is no majority element." << endl;
•     }
•
•     return 0;
• }

```

## Output

```
The majority element is: 2
```

## CHOICE OF PROGRAMMING LANGUAGES :

- JAVA was used to implement the desktop (Offline) sub-system of this application.
- JAVA has a wealth of data structures and methods in its development kit or library such as the swing package which the graphical user interface of this application leverages on; also, the language is highly portable which means that it can run on any hardware architecture and it is robust as well as being highly secured.
- PHP was used to implement the online sub-system of this application. PHP as a language is now object – oriented thus it can serve the purpose of developing this application very well.
- Also, it is cheaper to deploy online, with a vast array of technical support as well as the opensourced nature of the language.

- MySQL is deployed as the database engine for both the Offline and Online module of the University of Ibadan Online Voting System (UIBOVS) project. It is currently open-sourced and can be gotten freely online.
- MySQL has been proven with a high performance rating as well as optimal query operations.