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pragma solidity <0.6.0;

contract voting{

struct Candidate{

uint id;

string name;

uint voteCount;

}

mapping (uint => candidate) public candidates;

mapping(address> bool) public voters;

uint public candidatescount;

constructor() public { infinite gas 484800 gas

addCandidate("Yashu");

addCandidate("Nani")

```
uint public candidatescount;
```

```
constructor() public { infinite gas 484800 gas
```

```
    addCandidate("Yashu");
```

```
    addCandidate("Nani")
```

```
function vote(uint _candidateId) private { infinite
```

```
gas
```

```
    require (Tvoters[msg.sender]);
```

```
    require(_candidateId >0 && _candidateId <=
candidatescount);
```

```
    voters[msg.sender] = true;
```

```
    candidates[_candidateId].voteCount++;
```

```
}
```

```
}
```