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Course: 2CSDE93 - Blockchain Technology

Practical No: 6

Aim: To build, implement and test voting mechanisms using Ethereum Blockchain. First, list the contestants on the screen and the vote they got. Whenever the user tries to vote for a particular contestant, the count of the votes for the particular contestant should increase by 1. Also, the user who has already voted should be marked. Marked means "the user has already voted once and will not be allowed to vote again".

Code:

```
// SPDX-License-Identifier: GPL-3.0
pragma solidity >=0.7.0 <0.9.0;

contract Ballot {

    modifier onlyOwner() {
        require(msg.sender == owner, "Only the owner can
call this function.");
        _;
    }

    /* data structures */
    address owner;
    struct Voter {
        bool voted;
        string votedTo;
        uint256 vote;
    }

    struct Proposal {
```

```

    string name;
    uint256 voteCount;
}

    mapping(address => Voter) voters; // for keeping
track of who has already voted
    Proposal[] public proposals; // array of the
candidates

    /// Create a new ballot to choose one of
`proposalNames`.
    constructor(string[] memory proposalNames) {
        owner = msg.sender;
        for (uint256 i = 0; i < proposalNames.length;
i++) {
            proposals.push(Proposal({name:
proposalNames[i], voteCount: 0}));
        }
    }

    function vote(uint256 proposal) external {
        Voter storage sender = voters[msg.sender];
        require(!sender.voted, "You have already voted.
Can not vote again!!");
        sender.voted = true;
        sender.vote = proposal;
        sender.votedTo = proposals[proposal].name;
        proposals[proposal].voteCount += 1;
    }

    function winningProposal() public onlyOwner view
returns (uint256 elected_winner) {

```

```
uint256 winningVoteCount = 0;
for (uint256 p = 0; p < proposals.length; p++) {
    if (proposals[p].voteCount >
winningVoteCount) {
        winningVoteCount =
proposals[p].voteCount;
        elected_winner = p;
    }
}

function winnerName() external onlyOwner view returns
(string memory winnerName_) {
    uint256 winnerId = winningProposal();
    winnerName_ = proposals[winnerId].name;
}
}
```

Output:

1. Contact deployment

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active. The 'ACCOUNT' field shows '0x5B3...eddC4 (99.999999%)'. The 'GAS LIMIT' is set to '3000000'. The 'VALUE' is '0' with the unit 'Wei'. The 'CONTRACT' is 'Ballot - practical-06.sol'. The 'DEPLOY' section shows 'PROPOSAL NAMES' as '["Ra", "Vivek", "Meet", "Puneet"]'. The 'transact' button is highlighted. Below it, the 'At Address' button is visible. The 'Transactions recorded' section shows '1' transaction. The 'Deployed Contracts' section shows 'BALLOT at 0xD0B8...33FAB (MEM)'. On the right, the Solidity code for the 'Ballot' contract is displayed. The code includes a 'Proposal' struct, a 'mapping' for voters, a 'constructor' for proposal names, and a 'vote' function. The console shows the message 'creation of Ballot pending...' and a successful transaction log: '[vm] from: 0x5B3...eddC4 to: Ballot.(constructor) value: 0 wei data: 0x608...00000 logs: 0 hash: 0x035...584c6'. The transaction status is 'true Transaction mined and execution succeed'.

2. Voting for a candidate

The screenshot shows the Remix IDE interface. On the left, the 'DEPLOY & RUN TRANSACTIONS' panel is active. The 'ACCOUNT' field shows '0xAb8...35cb2'. The 'GAS LIMIT' is set to '3000000'. The 'VALUE' is '0' with the unit 'Wei'. The 'CONTRACT' is 'Ballot - practical-06.sol'. The 'DEPLOY' section shows 'PROPOSAL NAMES' as '["Ra", "Vivek", "Meet", "Puneet"]'. The 'transact' button is highlighted. Below it, the 'At Address' button is visible. The 'Transactions recorded' section shows '1' transaction. The 'Deployed Contracts' section shows 'BALLOT at 0xD0B8...33FAB (MEM)'. The 'vote' function is selected, and the 'winnerName' is set to 'winnerName_Raj'. The 'winningProposal' is set to 'winningProposal - call'. The 'Low level interactions' section shows 'CALLDATA' and 'Transact' button. On the right, the Solidity code for the 'Ballot' contract is displayed. The code includes a 'Proposal' struct, a 'mapping' for voters, a 'constructor' for proposal names, and a 'vote' function. The console shows the message 'call to Ballot.vote(uint256) 0xD0B8...33FAB value: 0 wei data: 0x012...00000 logs: 0 hash: 0x2b...e5be5'. The transaction status is 'true Transaction mined and execution succeed'. Below it, a call log shows '[call] from: 0xAb8483F64d9C6d1EcF9b849Ae677d03315835cb2 to: Ballot.winnerName() data: 0x2b...a53f0'. The transaction status is 'true Transaction mined and execution succeed'. Below it, a revert message is shown: 'Revert The transaction has been reverted to the initial state. Reason provided by the contract: "Only the owner can call this function."'. The console also shows 'call to Ballot.winnerName errored: VM error: revert.'.

3. Can not vote again

The screenshot shows a web application interface on the left and a debug console on the right. The web app has a sidebar with a 'vote' button, a 'proposals' dropdown set to 'uint256', and a 'winnerName' field. Below these is a 'winningPropo...' field. A 'Low level interactions' section shows 'CALLDATA' and a 'Transact' button. The debug console on the right shows a transaction to 'Ballot.vote' that failed with a revert. The error message is: 'The transaction has been reverted to the initial state. Reason provided by the contract: "You have already voted. Can not vote again!!". Debug the transaction to get more information.' The transaction details show it was from '0xab8...35cb2' to 'Ballot.vote(uint256) 0xd8b...33fa8' with a value of 0 wei and data '0x012...00001'. A 'Debug' button is visible at the bottom right of the console.

4. Only owner can announce the results

The screenshot shows the same web application interface as in the previous image. The 'vote' button is now disabled, and the 'proposals' dropdown is set to '1'. The 'winnerName' field is now populated with 'winnerName_Raj'. The 'winningPropo...' field is now 'uint256: elected_winner 0'. The 'Low level interactions' section shows 'CALLDATA' and a 'Transact' button. The debug console on the right shows two successful calls: 'call to Ballot.winnerName' and 'call to Ballot.winningProposal'. The first call is from '0x5838da6a701c568545dcfc803fc8875f56beddC4' to 'Ballot.winnerName()' with data '0xe2b...a53f0'. The second call is from the same address to 'Ballot.winningProposal()' with data '0x609...ff1bd'. 'Debug' buttons are visible at the bottom right of the console for each call.