Online voting system - FYP Proposal

by Areebah Chandka

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Online voting system

Final Year Project Proposal

Session 2017-2021

A project submitted in partial fulfilment of the

COMSATS University Degree

of

BS in Computer Science / Software Engineering (CUI)



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Introduction

This online election system is providing the biggest digital platform to securely conduct elections and votes in organizations (Universities, colleges, offices, business companies etc.). This online election portal will allow the organizations to manage elections for particular seats and decisions according to the requirements such as the purpose for which the elections are to be held, organogram definitions, timings, criteria and number of eligible voters and candidates, authentication and verification methodologies. This online election portal can be operated from anywhere by just having moderate internet connection not only eliminating the necessity of being present in place on election day but also the need of paper. Voters can cast votes for their own preferences with just a single click by logging into the online election portal after inserting the required verified credentials. Two factor authentication techniques will enable this online portal to keep the information highly secured and also protect the integrity of votes by preventing duplications of votes. Best suited network security algorithms will be applied to secure the system. This online election portal will allow the universities to save time, prevent from third party pressures and involvements maintaining voter privacies and hence sticking to best practices. Our priority in building this online election system up to the mark will be semantic Web but we can also use traditional Web where required.

Motivation and Scope

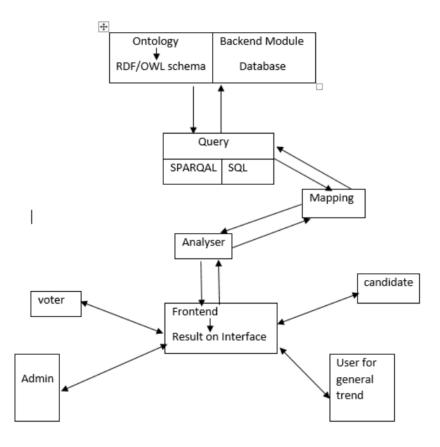
Having this online election system if the User is not in town will not need to go back to the organization can easily cast from wherever he/she is. All the User need to have is just an internet connection and the system installed in his/her device. Users can view all the details about the candidates who participated in the elections. Users can also view the number of candidates who participated and the ones who did not. Users can express their point of views in the complaint/ suggestion section. Users can also view the total no of votes which each candidate got through each department

Related Work:

In this era of more and more advanced technology in which online softwares and applications speeds up work, lowers the risk of mistakes and promotes accuracy of outputs and results, having a traditional manual voting system is like misfortune. Promoting democracy our goal is to make an online voting system which will be more towards maintaining authenticity through verification systems as well as secure browsing. It will provide a platform to get detailed information about the participating candidates and will give complete vote casting authority to the eligible voters. Work has already been done in some applications like Voxvote, poll gateway, ballot IMPACT etc. To build this project our first priority will be to use Semantic Web but we will switch to traditional Web if required.

System Architecture.

We will try to follow the following architecture design for building the online election system.



Goals and Objectives

- a) Providing People, a secure platform where they can democratically elect rightful organizational leaders, selections and preferences.
- b) Allowing people to speak up their point of views on different decisions, issues and problems with complete liberty.
- Allowing people to cast votes according to their own preferences without third party pressures.
- d) Reducing the work and efforts for manual counting of ballots.
- e) Saving the cost of labour for counting ballots and cost of paper.
- f) Reducing the risk of mistakes in counting of votes
- g) Increasing the level of security.
- h) Providing ease for the voters so that they will not need to be present in place to cast votes rather can easily cast votes by just having an internet connection.

SOFTWARE DEVELOPMENT PLAN FOR POLLING SYSTEM IN ORGANIZATIONS.

Gantt Chart



	Task Name	Duration	Start	End
2	Software Development	95.75 days	3/22/2020	7/29/2020
3	Scope	3.5	3/10/2020	15-Mar
	Software Requirement		3/10/2020	3/30/2020
5	Design	14.5	3/31/2020	4/13/2020
5	Development	21.75	4/14/2020	4/13/2020
7	Testing	48.5	14-Apr	4/18/2020
3	Training	45.5	4/29/2020	5/24/2020
)	Documentation	30.5	25-May	19-Jun
0	Pilot	70.5	6/20/2020	6/24/2020
1	Deployment	5	6/25/2020	6/26/2020
2	Post Implementation	3	27-Jun	7/26/2020
3	Software Development template	0	7/27/2020	7/29/2020
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Tools and Technologies

Following tools and techniques could be used during completion of project

- a) Intellij idea is the neutral editor in which most languages are used. This will be used for backend coding.
- b) HTML will be used for interface,
- c) CSS will be used for enhancing frontend effects.
- d) SPARQAL
- e) Adobe Photoshop
- f) Protégé for making queries.
- g) React (node.js).

Individual Task:

- a) Frontend is handle by Areebah Ajmal
- b) Ontology and backend module is handle by chandka iftikhar

Problem Statement

- In case the voters/candidates have not filled the required credentials properly due to any typing error their votes will not be submitted.
- If the application/software is not installed on the Users device, they will be unable to use the facility.
- User can submit vote only once irrespective of any kind of mistake done.
- In case of non-availability of internet User will be unable to perform any action on the system.
- Having weak internet connection, the information/data will not be submitted within the given time frame and can cause wastage of vote.
- This online election system cannot be used offline.

References https://www.w3.org/TR/rdf-sparql-query/ https://www.w3.org/OWL/

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