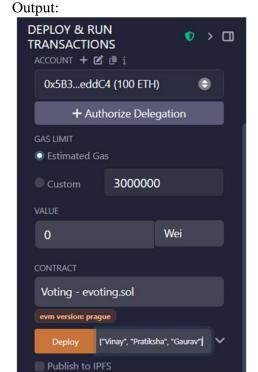
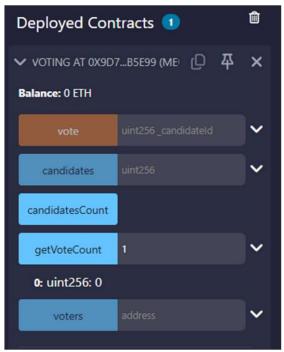
```
Name: Darshan Bele
Roll No: 14110
Class: BE - A - A1
// SPDX-License-Identifier: MIT
pragma solidity ^0.8.20;
/**
* @title E-Voting System
* @dev A simple smart contract for conducting an election.
contract Voting {
  // Structure to represent a candidate
                                        struct
Candidate {
     uint id;
string name;
     uint voteCount;
  // Structure to represent a voter
struct Voter {
                  bool
                  bool hasVoted;
isRegistered;
     uint votedFor; // The ID of the candidate they voted for
  }
  // Mapping to store candidates by their ID
mapping(uint => Candidate) public candidates;
  // Mapping to store voters by their address
  mapping(address => Voter) public voters;
  // Counter to keep track of the total number of candidates
                                                              uint
public candidatesCount;
  /**
* @dev Constructor to initialize the election with a list of candidate names.
                                                                              * The person who
 deploys the contract is the administrator.
   */
  constructor(string[] memory candidateNames) {
for (uint i = 0; i < candidateNames.length; <math>i++) {
       addCandidate( candidateNames[i]);
  }
* @dev Private function to add a new candidate.
  function addCandidate(string memory name) private {
candidatesCount++;
     candidates[candidatesCount] = Candidate(candidatesCount, name, 0);
```

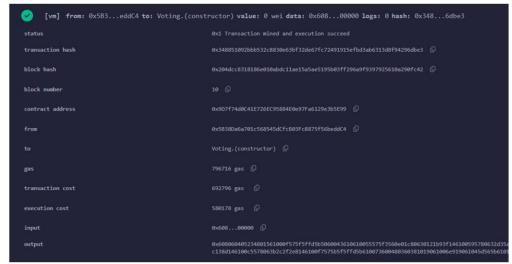
```
}
  /**
* @dev Allows a voter to cast their vote.
* Requires the voter has not already voted.
  function vote(uint candidateId) public {
// Check if the voter has already voted
    require(!voters[msg.sender].hasVoted, "You have already voted.");
    // Check if the candidate ID is valid
    require( candidateId > 0 && candidateId <= candidatesCount, "Invalid candidate ID.");
    // Mark the voter as having voted
voters[msg.sender].hasVoted = true;
voters[msg.sender].votedFor = candidateId;
    // Increment the candidate's vote count
candidates[ candidateId].voteCount++;
  /**
   * @dev Retrieves the total vote count for a specific candidate.
  function getVoteCount(uint candidateId) public view returns (uint) {
    require( candidateId > 0 && candidateId <= candidatesCount, "Invalid candidate ID.");
return candidates[ candidateId].voteCount;
  }
```







Initial Votes

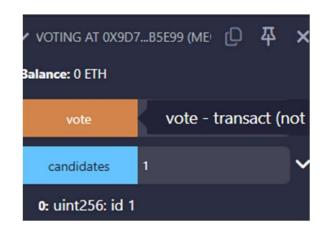


Added Candidates Transaction 1.1



Initial Votes Transaction 1.2





First Vote First Vote Count

First Vote Transaction 2.1

Valid Vote Transaction 2.2

```
[vm] from: 0xAb8...35cb2 to: Voting.vote(uint256) 0x9D7...b5E99 value: 0 wei data: 0x012...00002 logs: 0 hash: 0x183...d3540 transact to Voting.vote errored: Error occurred: revert

The transaction has been reverted to the initial state.
Reason provided by the contract: "You have already voted.".
If the transaction failed for not having enough gas, try increasing the gas limit gently.

transact to Voting.vote pending ...

[vm] from: 0x482...C02db to: Voting.vote(uint256) 0x9D7...b5E99 value: 0 wei data: 0x012...00002 logs: 0 hash: 0xab6...0db97 transact to Voting.vote pending ...

[vm] from: 0x787...cabaB to: Voting.vote(uint256) 0x9D7...b5E99 value: 0 wei data: 0x012...00002 logs: 0 hash: 0x400...c3ca5 transact to Voting.vote pending ...

[vm] from: 0x617...5E7f2 to: Voting.vote(uint256) 0x9D7...b5E99 value: 0 wei data: 0x012...00001 logs: 0 hash: 0x021...a6e3e
```

Subsequent Votes Transaction 3.1



Final Vote Count (Winner ID-1 "Darshan")

Winner Transaction 3.2

```
[vm] from: 0x5B3...eddC4 to: Voting.vote(uint256) 0x9D7...b5E99 value: 0 wei data: 0x012...00001 logs: 0 hash: 0xc1b...2e93c transact to Voting.vote errored: Error occurred: revert

The transaction has been reverted to the initial state.

Reason provided by the contract: "You have already voted.".

If the transaction failed for not having enough gas, try increasing the gas limit gently.
```

Already Voted Transaction 3.3