Practical 6

Blockchain Technology 2CSDE93

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Aim: To implement voting system smart contract.

Code:

```
pragma solidity >=0.7.0 < 0.9.0;</pre>
contract electionContract{
    struct voter{
       bool voted;
       bool authorized;
       uint candidateVote;
    struct candidate{
        string name;
        uint voteCount;
    enum electionState{Started, Ended}
    address public electionCommissioner;
    string public electionName;
    mapping (address => voter) public Voters;
    candidate[] public candidates;
    uint totalVotes;
    electionState public eleState;
    constructor(string memory _name) {
        electionCommissioner = msg.sender;
        electionName = _name;
        eleState = electionState.Started;
    modifier onlyOwner() {
        require(msg.sender == electionCommissioner);
    modifier started() {
        require(eleState == electionState.Started);
   modifier notEnded() {
```

```
require(eleState != electionState.Ended);
        _;
    modifier ended() {
        require(eleState == electionState.Ended);
    function authorizedVoter(address _voterAdd) public onlyOwner returns(bool)
        Voters[ voterAdd].authorized = true;
        return true;
    function addCandidates(string memory name) public onlyOwner returns(bool)
        candidates.push(candidate(_name, 0));
        return true;
    function voting(uint _candidateIndex) public started notEnded
returns(bool) {
        require(!Voters[msg.sender].voted);
        require(Voters[msg.sender].authorized);
        Voters[msg.sender].candidateVote = _candidateIndex;
        Voters[msg.sender].voted = true;
        candidates[_candidateIndex].voteCount += 1;
        totalVotes += 1;
        return true;
    function electionWinner() view public ended returns (string memory _name,
uint _vote) {
        uint max = 0;
        uint winnerIndex = 0;
        for (uint i = 0; i < candidates.length; i++) {</pre>
            if ( candidates[i].voteCount > max) {
                max = candidates[i].voteCount;
                winnerIndex = i;
        return (candidates[winnerIndex].name,
candidates[winnerIndex].voteCount);
```

```
function endElection() public onlyOwner started notEnded returns(bool) {
    eleState = electionState.Ended;
    return true;
}
```

Output:















