## Progress report



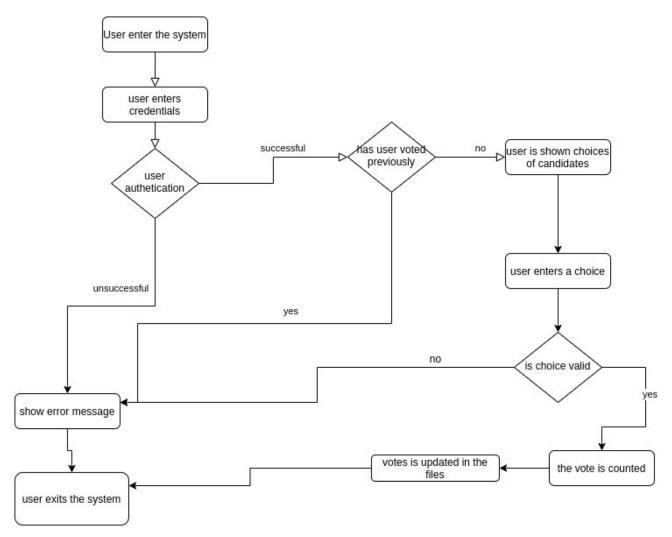
**Progress Report** 

## Flow:

In out project we have to make a polling system, We are making a terminal based polling system, The user runs a script named client.py that, connects it to the server, using multithreading a server can connect to many clients at once, After the network is established, the user have to enter its username and password

if the authetication of the user (using username and password), the user is shown the list of candidates that includes showing the candidates name and symbol of the candidate, The user then makes its choice, the number of votes of the particular symbol choosen by the user is increased by one and the user is added to the casted votes files meaning that the user cannot cast a vote again ensuring that the a particular user with a username and password can only cast a vote once.

## **Flowchart**



Progress : The part of the server code is done and we are currently working on the client side code