Voting Machine User Manual Garrett Gilliom

**Objective:** This software prompts a user to enter an input file to read in detail of an upcoming election. Then, once prompted with information about each ballot and candidate, the user may cast votes for the candidate of their choosing. Once the election is finished, the final tallies for each candidate is displayed and a winner is declared.

**Input File Format:**

The input file format required for this program to be functional is very specific. The following shows how the file should be written and formatted:

Office

Number of candidates

Name;Party

An example:

James Beard Award

3

Nina Compton;Compere Lapin

Alon Shaya;Saba

Emeril Lagasse;Emeril’s

**Regular (.jar Executable) Steps:**

These steps will demonstrate how to run the program if it can be run using a .jar executable.

1. Navigate to where the VotingMachine.jar file is located in the computer
2. Open the file to run the program
3. Upon running, a window will appear with an input box for typing in a pathway to a specific input file. This the contents of the file are read in and a ballot for which votes are cast is created. The “Browse” button allows you to specifically navigate through the computer to find the file. Once found, select the file and press save. Press “OK” to open the ballot
4. Once the ballot is open, select a candidate to vote for and press “Cast Vote” until you are finished voting. This voting system allows you to vote indiscriminately, so nothing prevents you from voting more than once
5. Once finished with voting, select the red exit button at the top left of the window. This will close the ballot and save the votes and winner of the election to another output file. Choosing which output file to write the information to has the same controls as finding the input file (refer to Step 3). Or, input an original file name to create a new file to be written to

**Terminal Steps:**

The first three following steps assume the user is using the computer’s basic terminal. If the user wants to use an IDE like Eclipse, please refer to another User Manual for usage.

1. Find Terminal on the computer. Launch Terminal
2. You will now need to navigate to where the files for the software are located. To do this, enter “ls” to see a list of available locations you can travel to. Using the prompted list, press “cd “ and enter the directory, likely a folder, name you wish to move to. Repeat this “ls” and “cd “ process until the target folder or location is reached within the computer
3. To run the software, you first need to compile it to make sure the software is functional. Enter “javac PerfectCandidate.java” to compile. When successful, enter

“java PerfectCandidate” to run the program

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