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pragma solidity ^0.6.0;

contract Voting {

struct Candidate {

uint id;

string name;

uint votecount;

}

mapping(uint => Candidate) public candidates;

mapping(address => bool) public voters;

uint public candidatesCount;

constructor() public {

addCandidate("gogul");

addCandidate("dhanaseelan");

}

function addCandidate(string memory \_name) public{

candidatesCount++;

candidates[candidatesCount] = Candidate(candidatesCount,\_name,0);

}

function vote(uint \_candidateId) private {

required(!voters[msg.sender]);

required(\_candidateId > 0 && \_candidateId <= candidatesCount);

voters[msg.sender] = true;

candidates[\_candidateId].voteCount++;

}

}