Lab5: E-voting System

Objective

This lab is to make you familiar with generating random numbers within a range, switch-case statements and for loops.

Assignment

In this assignment, you are to write a program that counts votes for student-body presidential candidates. There are three candidates: *Ironman*, *Batman*, and *Super Man*. Each candidate is assigned a number (1, 2, and 3, respectively) with which a random generator will vote. **The number of voters (9 for this assignment) is known a priori**. Your program counts each candidate's votes, and calculates its percentage.

Your program takes one vote at a time, and **it DOES NOT ask** if there are more voters (because you know the number of voters). Instead, the program keeps reading the next vote until all votes are entered. If a voter enters a choice that does not coincide with one of the options, your code should not give them another chance and should simply state that they have wasted their vote (see sample output).

Note:

1.Do not forget to include the appropriate header files for random number generator rand().

2.The random number must be between 0 and 5, inclusive

Sample Output

```
Welcome to E-Voting system

 Here are the candidates:
1: Iron Man
2: Bat Man
3: Super Man

 Vote generated for: 1
 You voted for Iron Man

 Vote generated for: 3
 You voted for Super Man

 Vote generated for: 4
 You just wasted your vote

 Vote generated for: 2
 You voted for Bat Man

 Vote generated for:  3
 You voted for Super Man

 Vote generated for: 3
 You voted for Super Man

 Vote generated for:  4
 You just wasted your vote

 Vote generated for: 5
 You just wasted your vote

 Vote generated for: 3
 You voted for Super Man
```

```
Here is the voting summary:

Candidate       votes   Percentage (%)
Iron man        1       11.1111
Bat Man         1       11.1111
Super man       4       44.4444
Wasted Votes    3       33.3333

Thanks for using the E-Voting system
Have a Nice Day!
```

Thing to consider to earn full grade

Your program will be graded on:

- Use of constants when appropriate
- Use of meaningful variable and constant names.
- Proper use of spacing for indentations.
- The program header (in which you specify the program description, your name, section, etc).
- Adequate commenting.
- Use of proper messages to prompt for input and labels to describe output.
- Use of switch-cases(s)
- Use of for loop(s)
- Readability of the program

Submit your work

1. Once you are sure you have the program running correctly, to submit a copy of your work, do the following:

   cssubmit 1580 g 5

2. You may change the candidate names for submission, but nothing more.