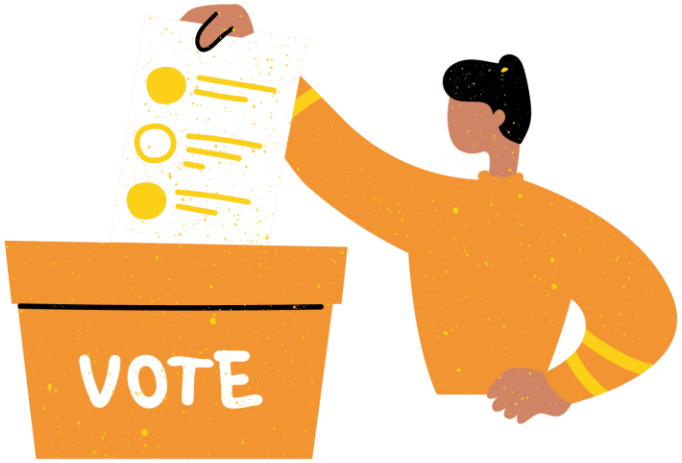
Voting Smart Contract

BY CODE EATER

Algorithm

Candidate

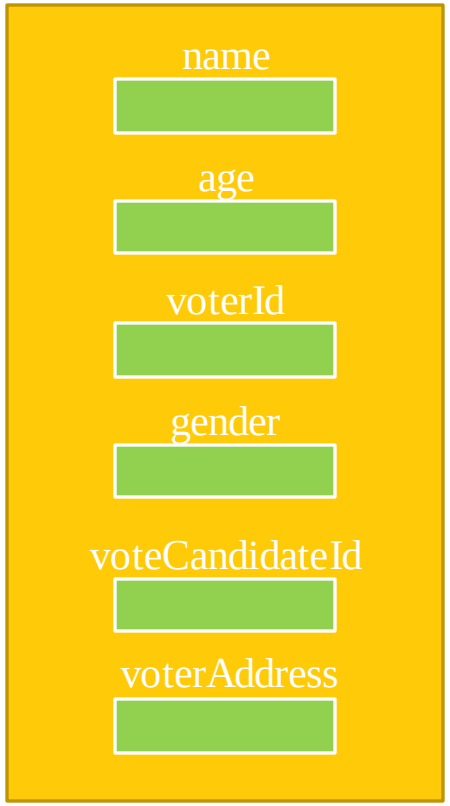
Election Commission



Voter

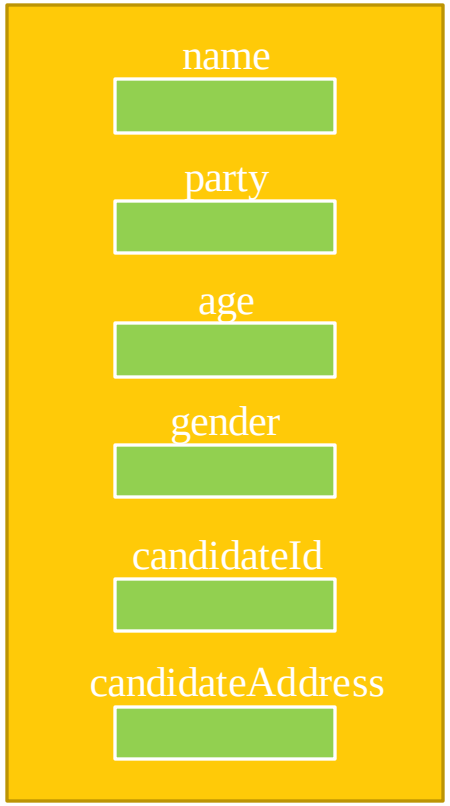
Data Types

```
struct Voter{
  string name;
  uint age;
  uint voterId;
  string gender;
  uint voteCandidateId;
  address voterAddress;
}
```



Data Types

```
struct Candidate{
  string name;
  string party;
  uint age;
  string gender;
  uint candidateId;
  address candidateAddress;
  uint votes;
}
```

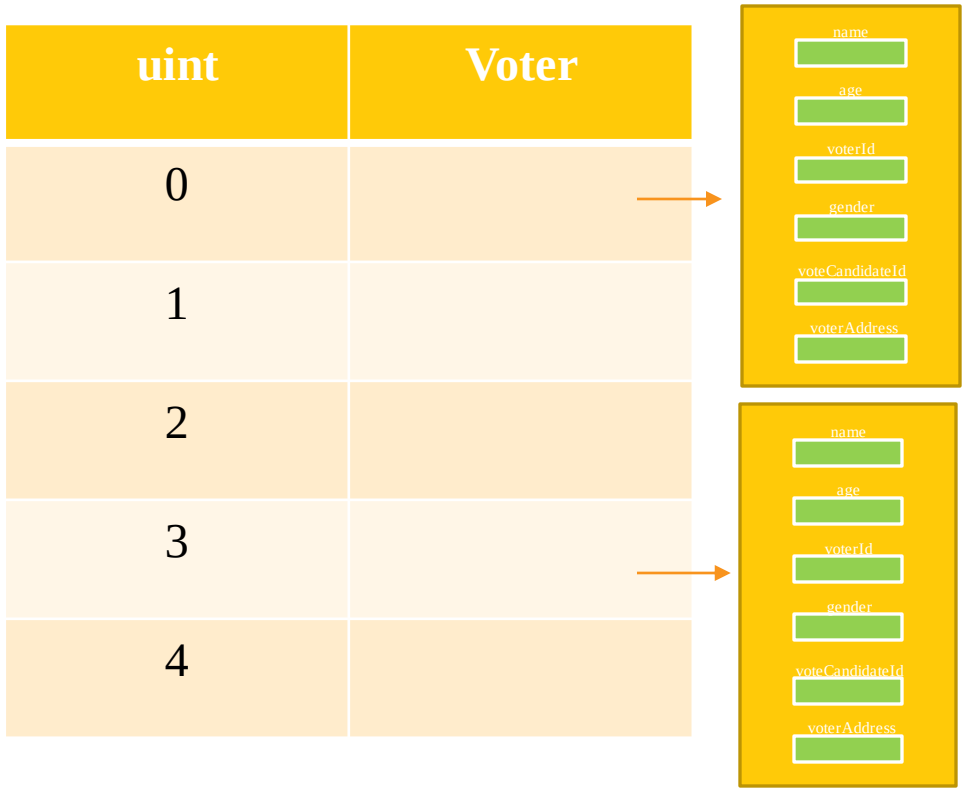


Data Types

```
uint nextVoterId=1;

uint nextCandidateId=1;

uint startTime;

uint endTime;

bool stopVoting;
```

Data Types

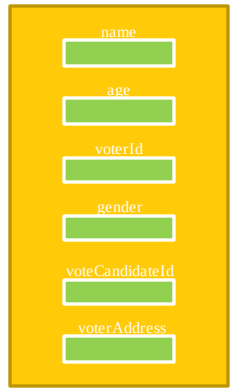
```
mapping(uint=>Voter) voterDetails;
```



Data Types

```
mapping(uint=>Candidate) candidateDetails;
```

uint	Candidate
1	
2	
2	
3	
4	



Functions

- `function candidateRegister(`
  `string calldata _name,string calldata _party,uint _age,string calldata _gender)`
- `function candidateVerification(address _person)`
- `function candidateList()`

Functions

- `function voterRegister(string calldata _name,uint _age,string calldata _gender)`
- `function voterVerification(address _person)`
- `function voterList() public view returns(Voter[] memory)`
- `function vote(uint _voterId,uint _id)`

Functions

- `function voteTime(uint _startTime,uint _endTime)`
- `function votingStatus()`
- `function checkStatus()`
- `function result()`
- `function emergency()`

Modifiers

```
modifier isVotingOver(){
    require(endTime>block.timestamp || stopVoting,"Voting is over");
    _;
  }

 modifier onlyCommisioner(){
     require(electionComision==msg.sender,"Not from election commision");
     _;
  }
```

Voting Dapp

Why to use server?

Blockchain is not scalable

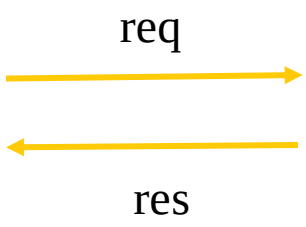
Blockchain is costly

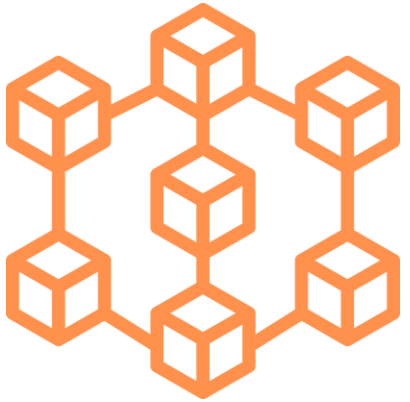
Blockchain is new

Functionalities in Server

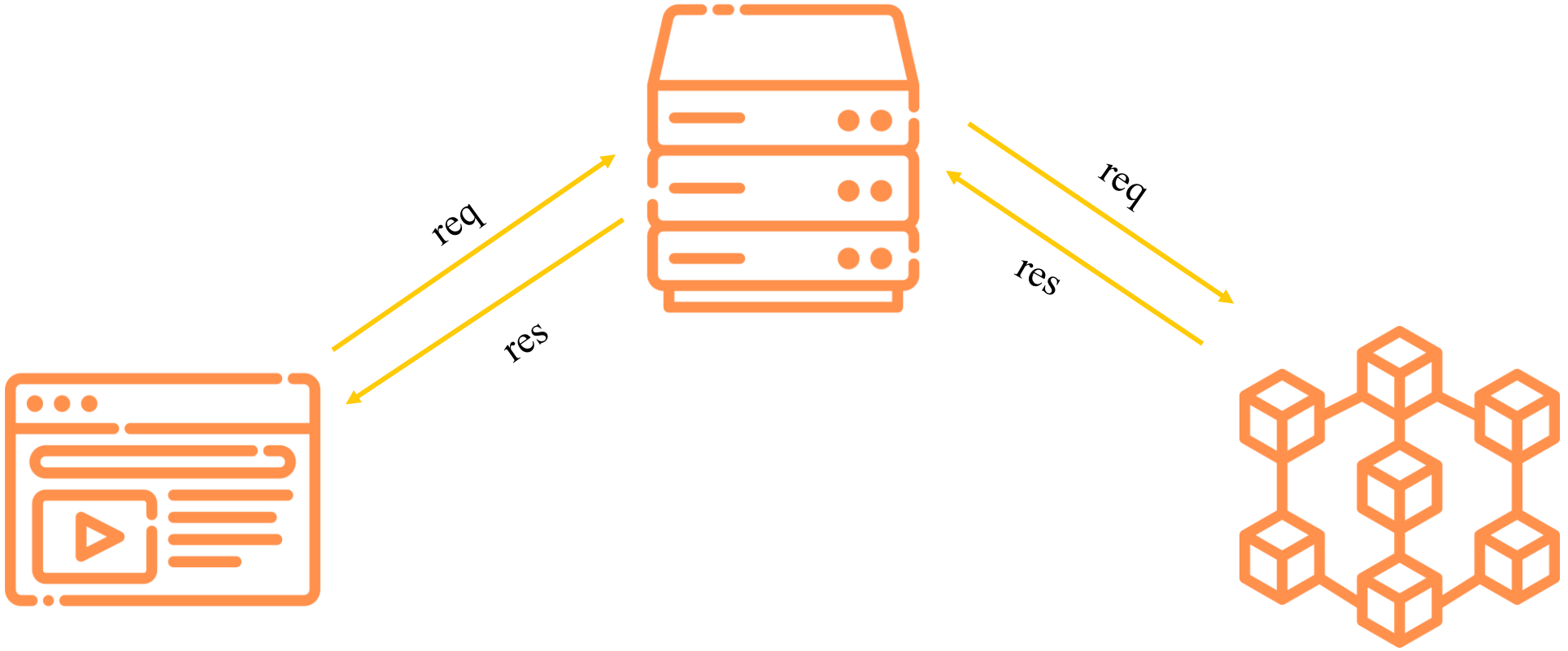
- **Gender Verification**
- **Party Name Clash**
- **Time Verification**

Dapp Possibility - 1

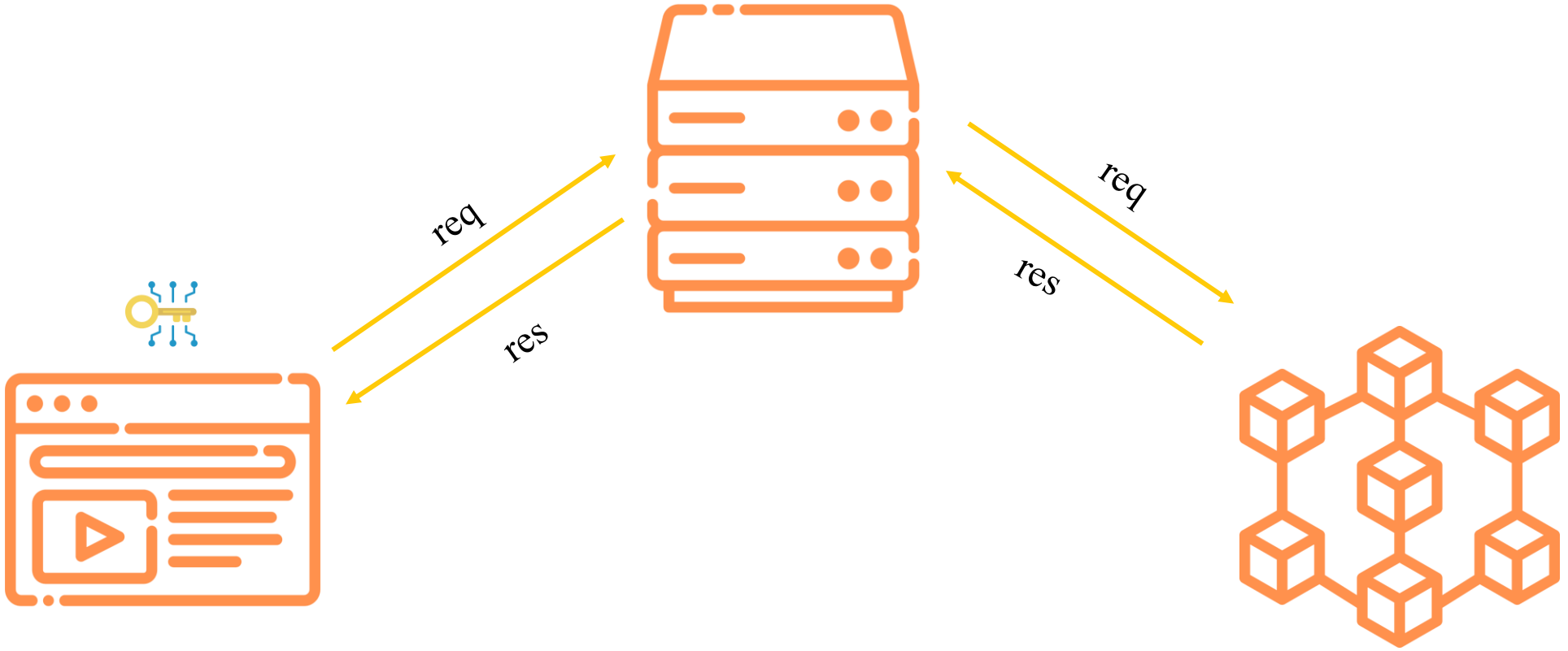




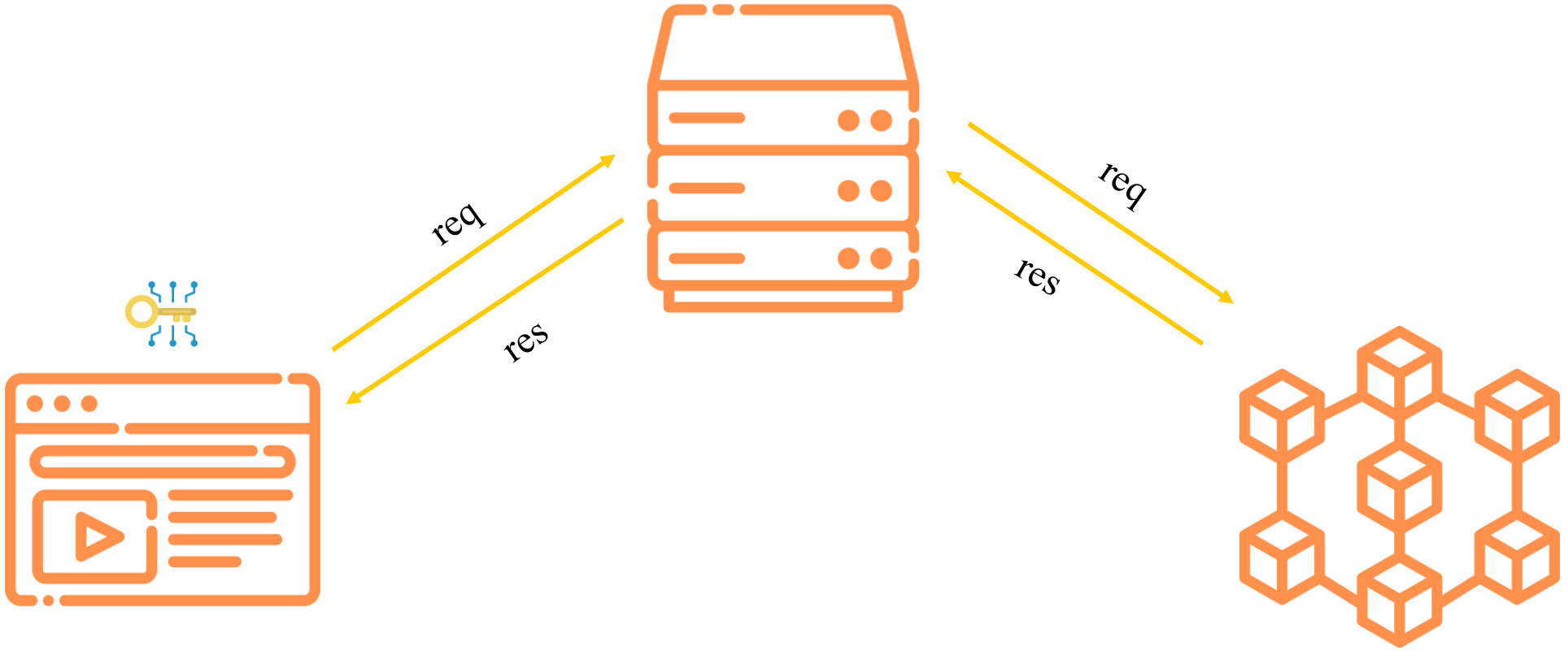
Dapp Possibility - 2



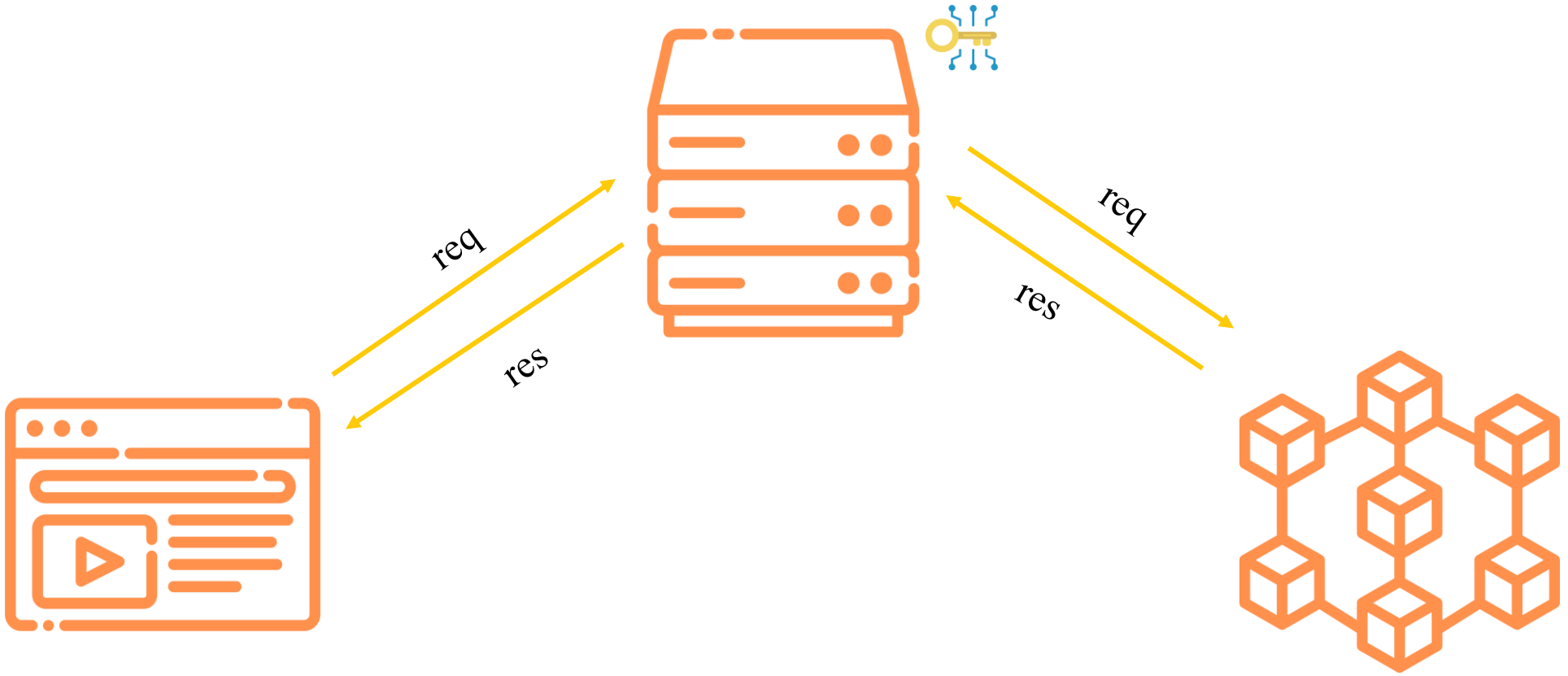
Dapp Possibility – 2 (Read operation)



Dapp Possibility – 2 (Write operation)



Dapp Possibility – 2 (Write operation)



Dapp Possibility – 3