# iVote

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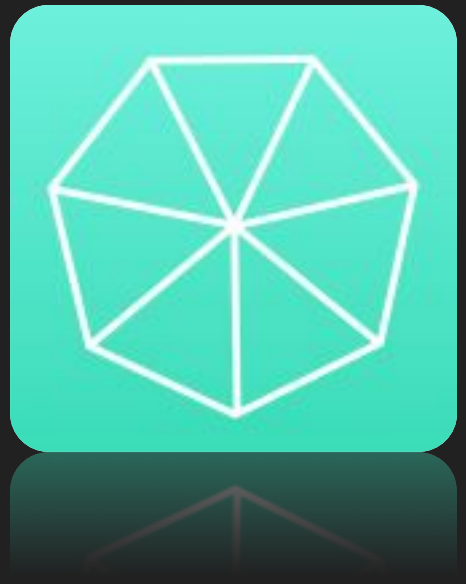
CS M117 Final Project

# Overview



- iVote is a light-weighted iOS voting app on IOS 9.3
- It is implemented by BTLE (Bluetooth Low Energy)

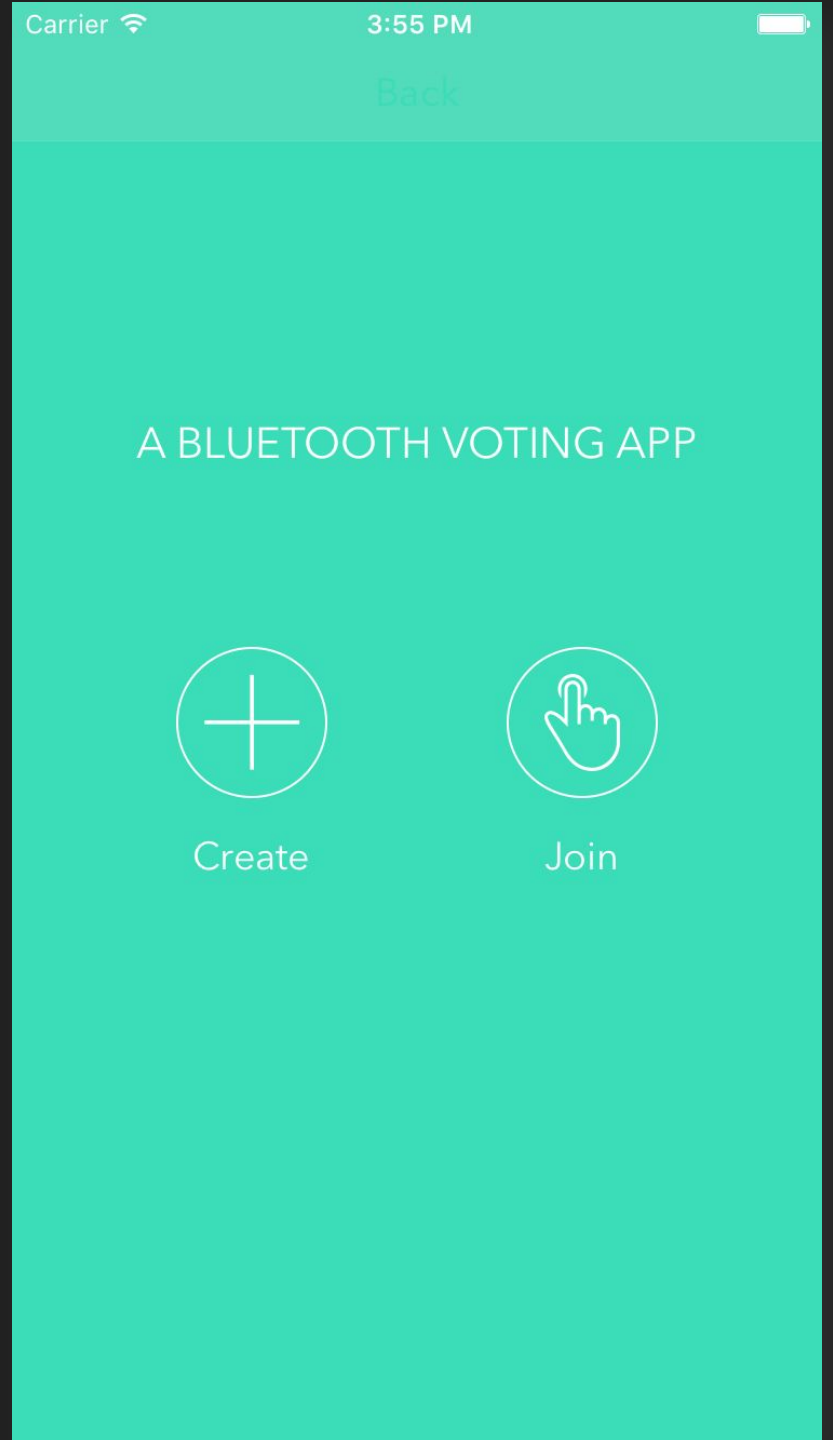
# Scenarios

- Classroom
- Meetings
- Wherever has  no internet connection
- Decide what for lunch
- Anonymous polling
- Etc.

No more iClickers

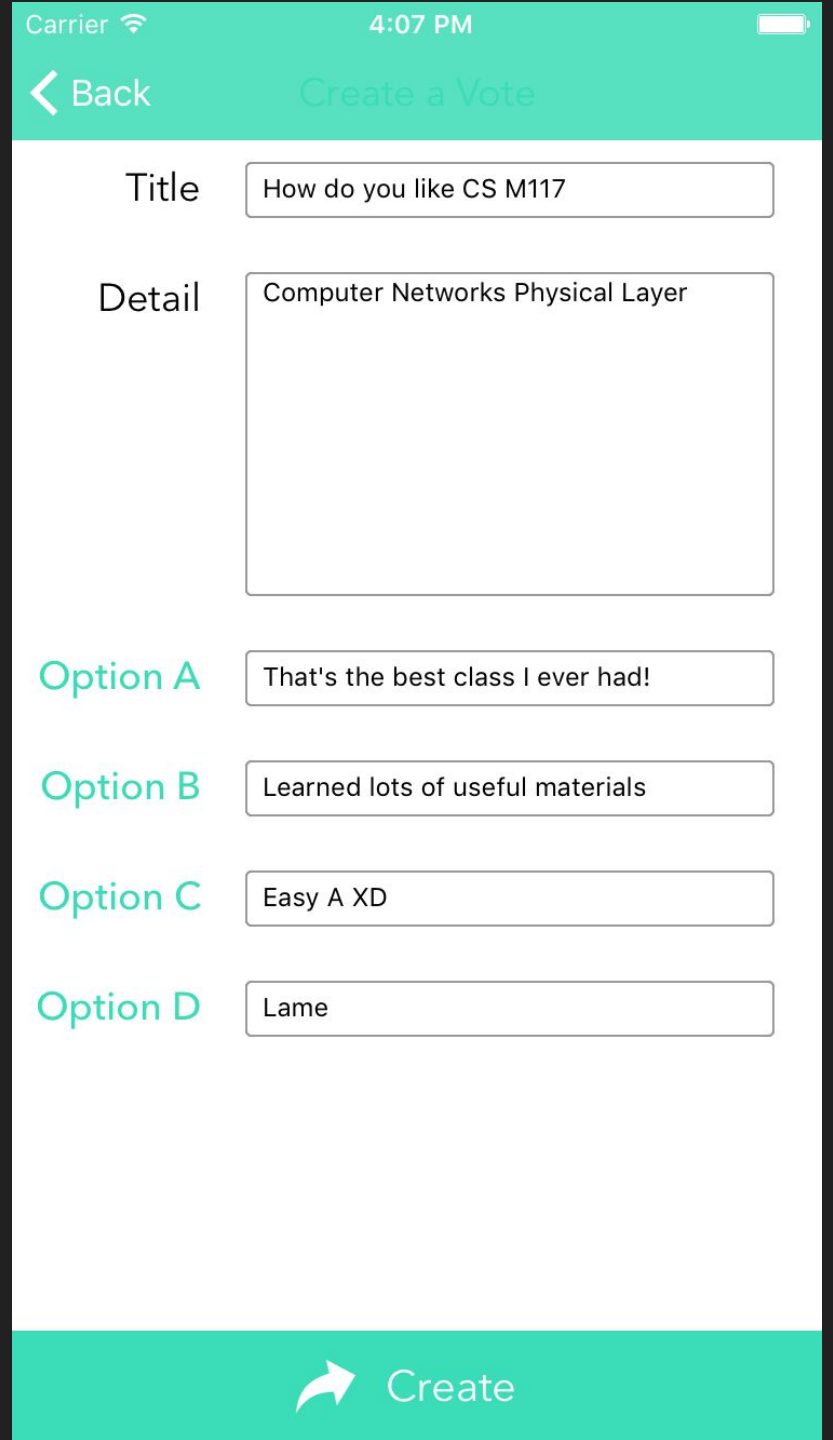
# UI Walkthrough

Main Menu:
Create a new vote
Join an ongoing vote



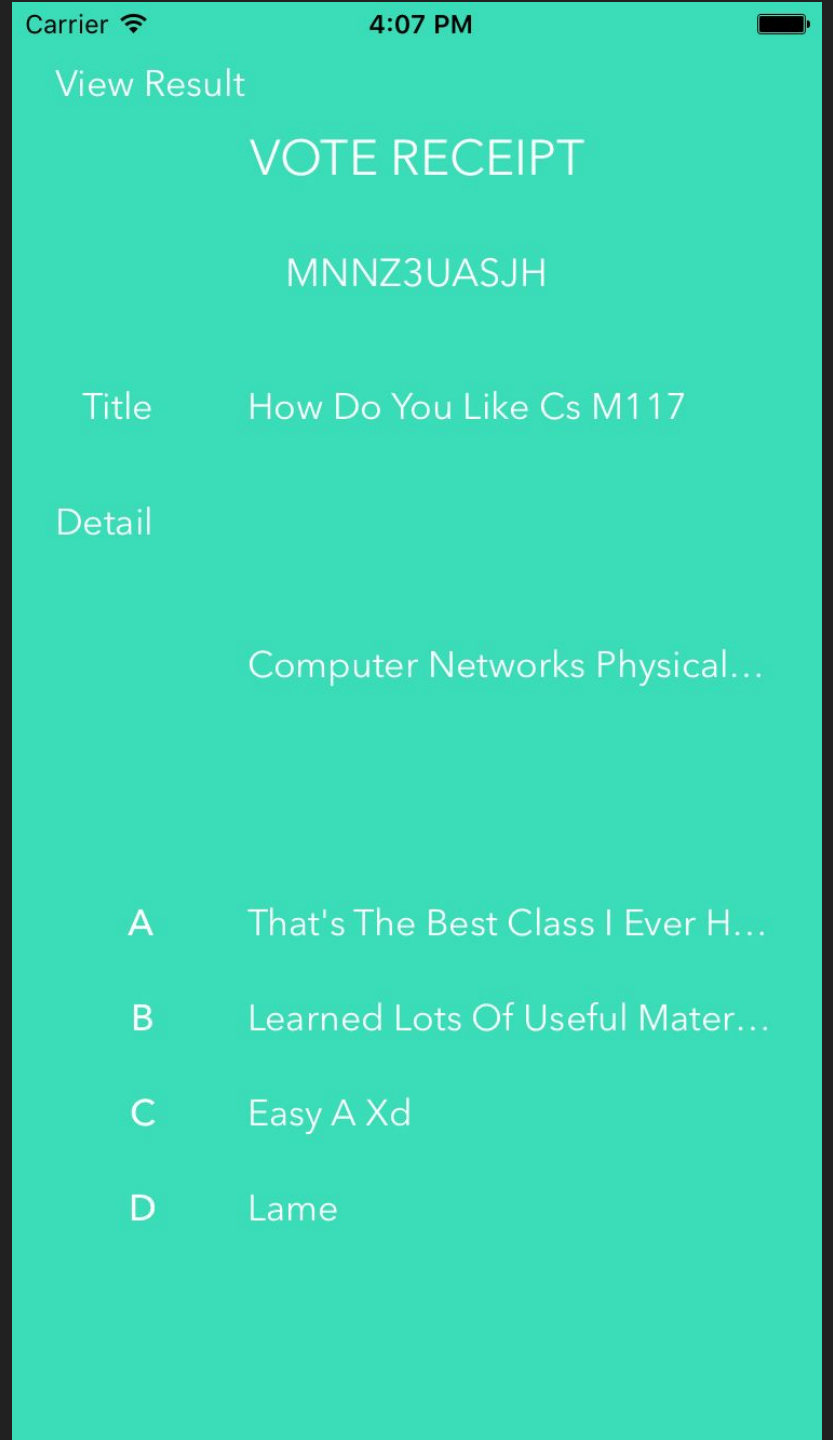
# UI Walkthrough

## Create Vote: Entering Vote Title Details & Options



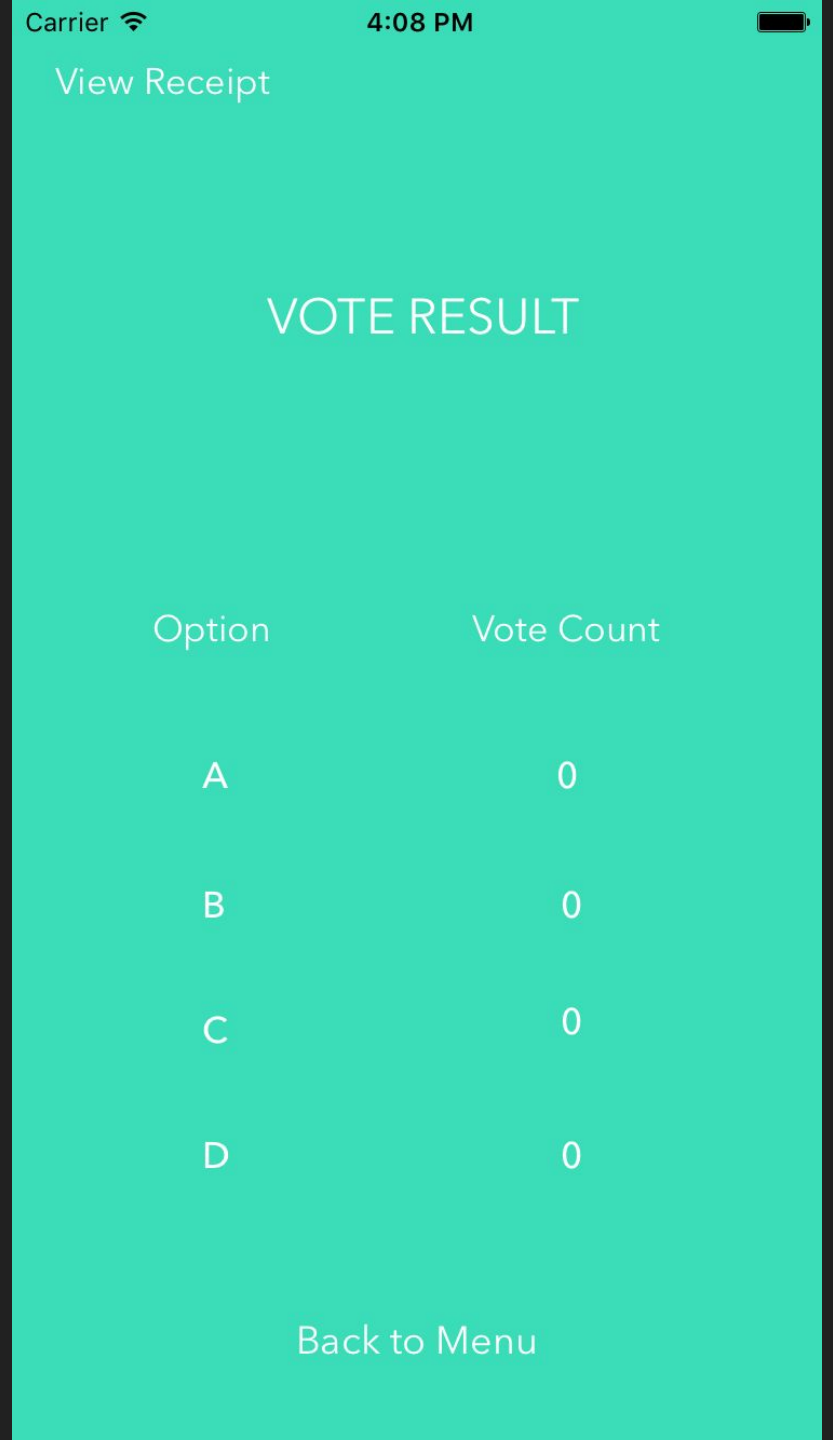
# UI Walkthrough

**Vote Receipt:**
**Review your vote and options**



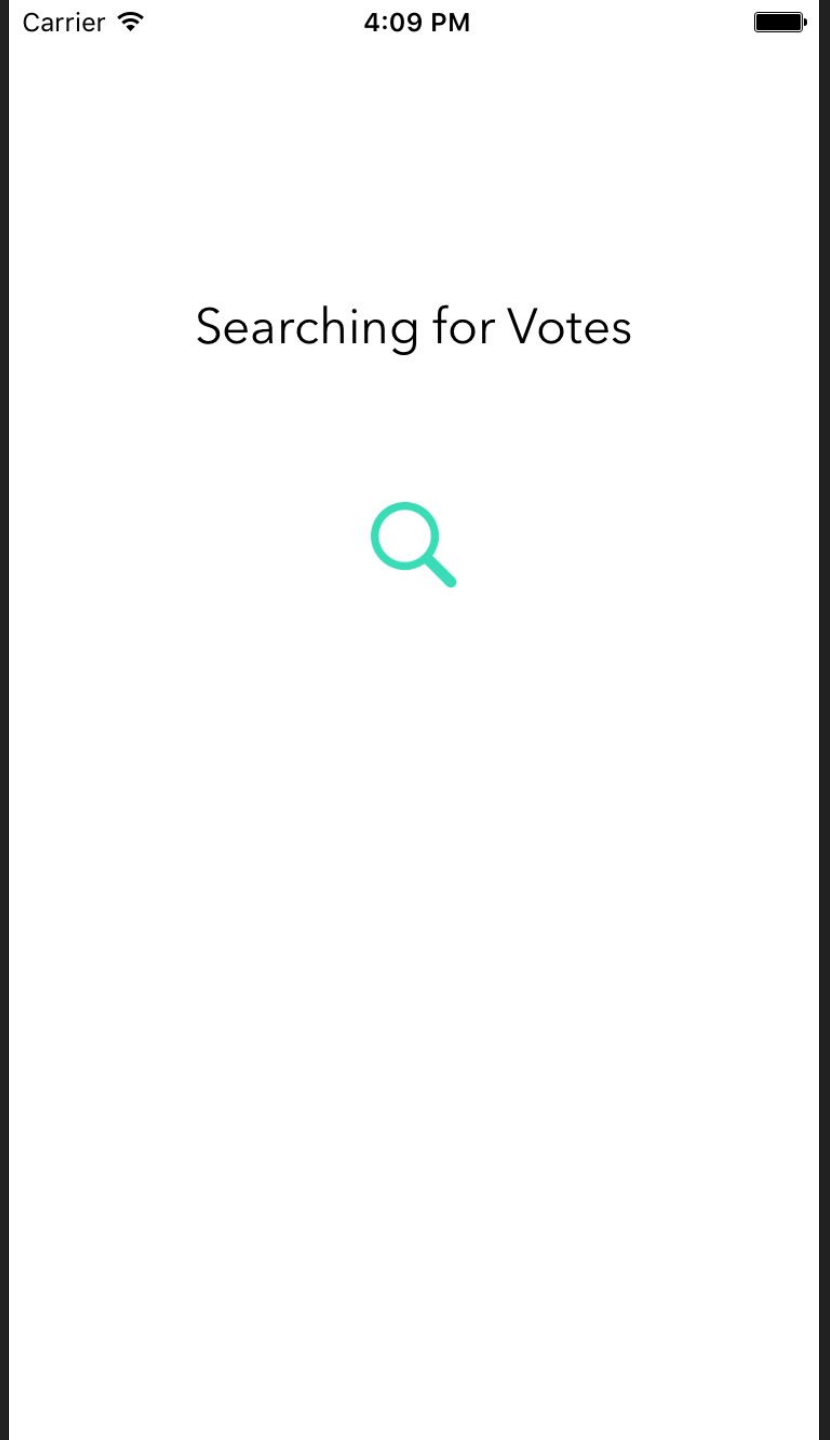
# UI Walkthrough

## View Voting Result



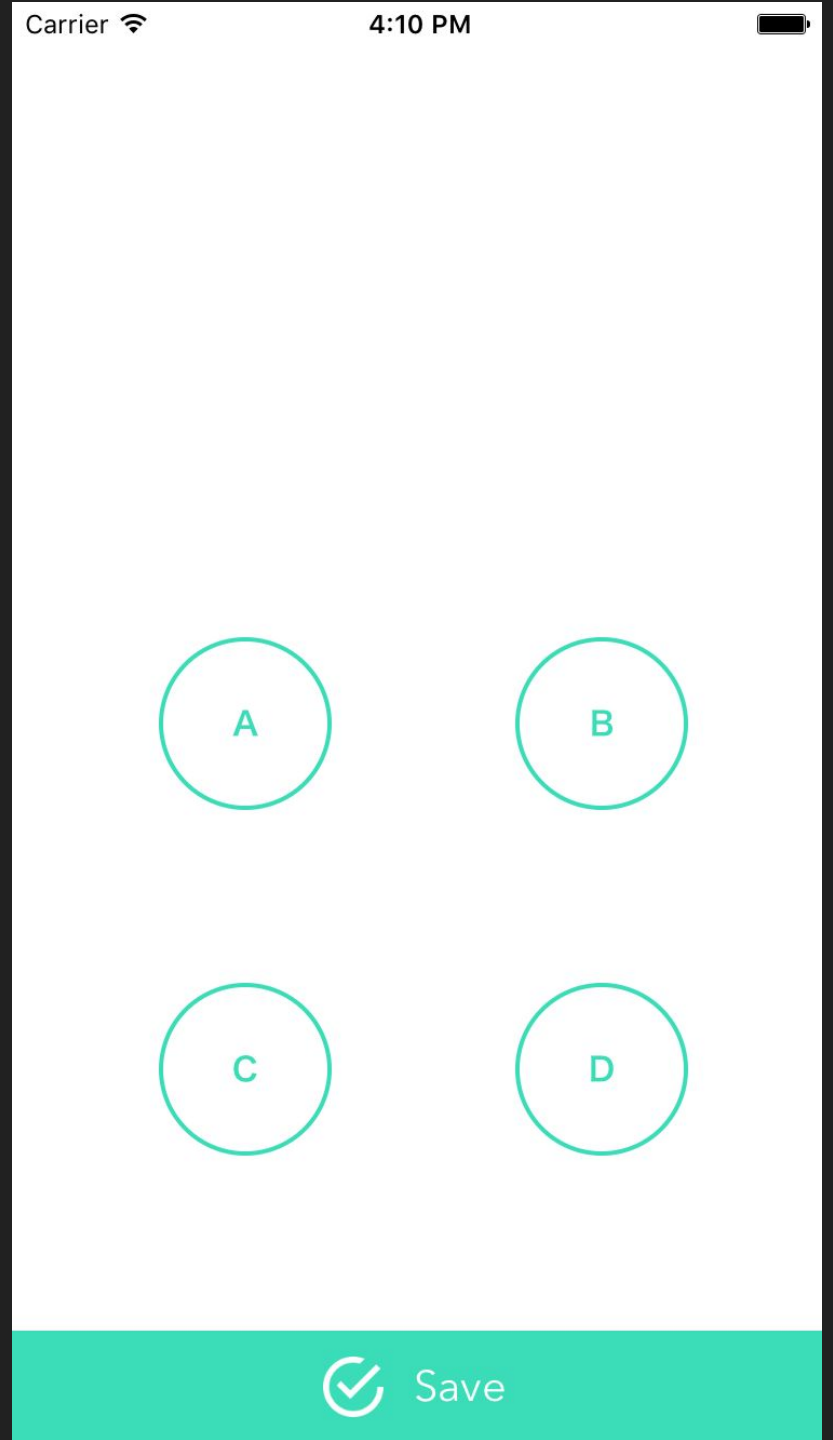
# UI Walkthrough

Join an ongoing vote: Search for nearby votes



# UI Walkthrough

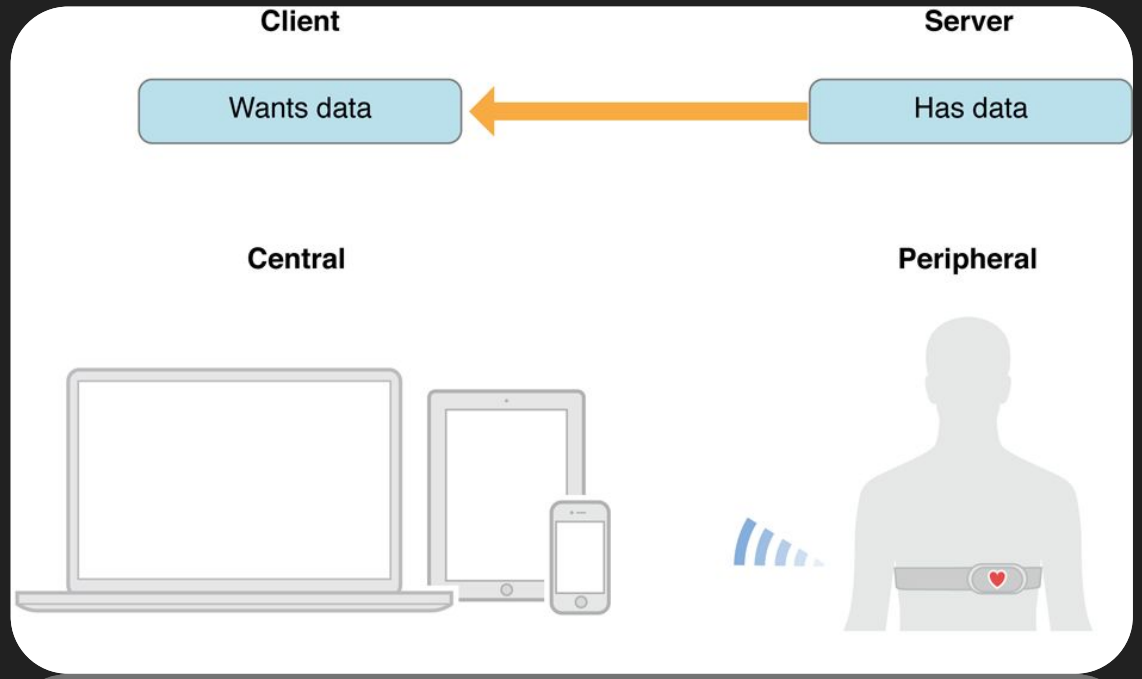
Choose an option



# Architecture Overview

- **Why Bluetooth?**
- Low Energy
- Does not rely on LTE/WIFI Connection (think about Boelter 3400)
- Cheap & Convenient
- Perfect for short range communication

# Architecture Overview




- Central: Process & store data (e.g. iPhone)
- Peripheral: Collect and process data(e.g. Fitness tracker)
- In iVote: Central(Create Vote) Peripheral (Join Vote)
- A string is sent from peripheral to central, and central processes the string and counts

# Live Demo & Video Demo

- https://youtu.be/1OOPx5RPj-8

# Limitation & Future Improvement

- Can only used for close range voting (within 100 meters)
- Bluetooth can only connect 8 devices at one time(not good for huge class like CS32)
- Add Central→Peripheral communication (To see what the options are during voting)
- More interactions and features (e.g. Voting History)

# Thanks!

Github:https://github.com/kevinfan23/CSM117