

SSE Milestone - 2

Individual

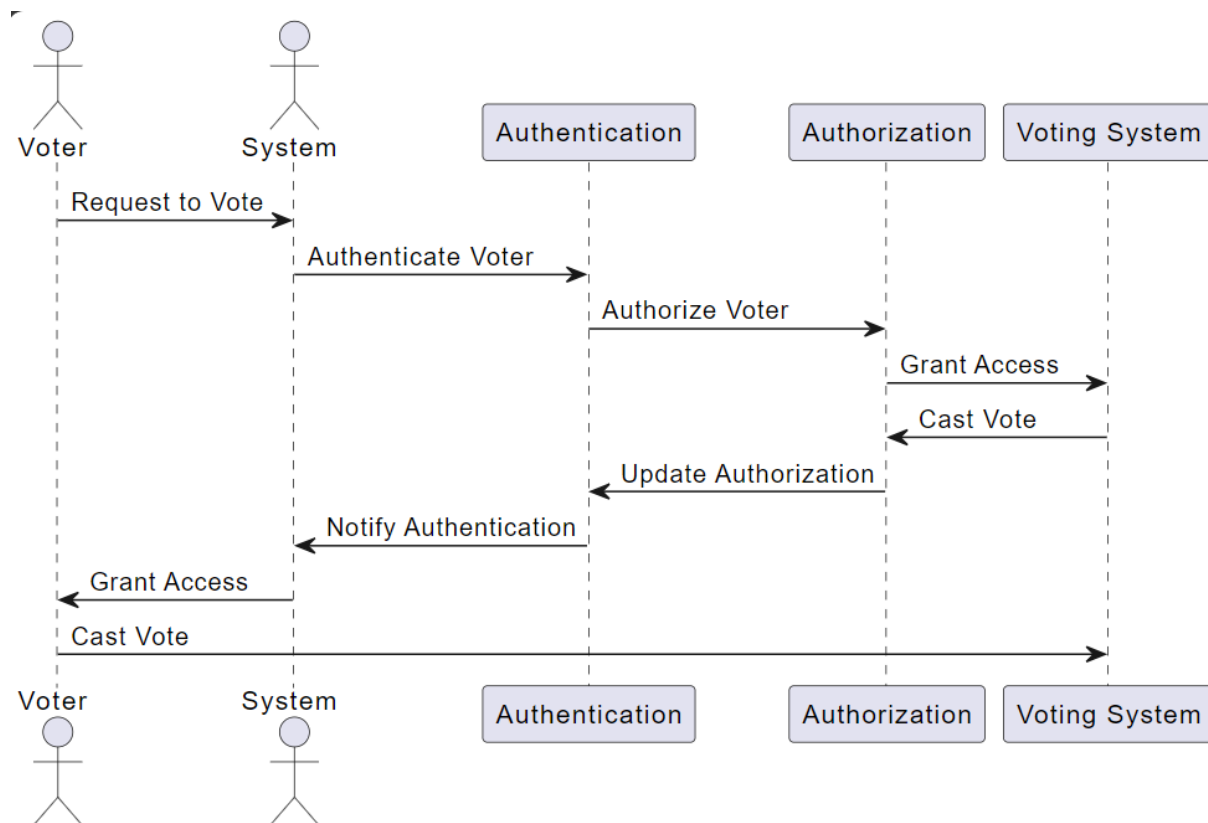
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Detailed Design and Modelling

1. Authentication & Authorisation.

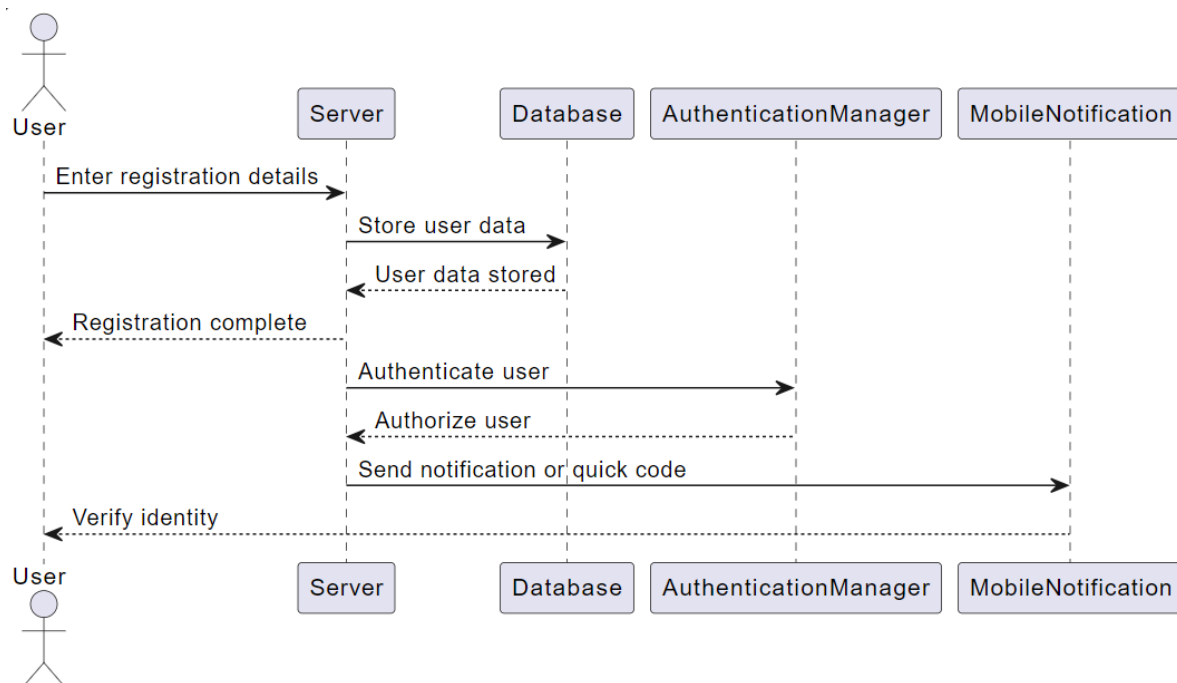
The system or Software must make sure that only eligible candidates can vote using strong authentication methods. Only authorized users should access and cast votes to prevent unauthorized access.



- This sequence diagram shows the interaction between the Voter, System, Authentication, Authorization, and Voting System objects.
- The process starts with the Voter requesting to vote. The System then authenticates the Voter by communicating with the Authentication object.
- Once the Voter is authenticated, the System authorizes the Voter by communicating with the Authorization object. If the Voter is authorized, the Voting System grants access to the Voter.
- The Voter can then cast their vote by communicating with the Voting System. The Authorization object updates the authorization status, and the Authentication object notifies the System.
- Finally, the System grants access to the Voter, and the Voter can cast their vote through the Voting System.

2. Enhance login security

When candidates tries to log in he must get a notification or a quick code to their registered mobile number to verify that it is actually him.



- The User enters their registration details.
- The Server receives the registration details and communicates with the Database to store the user data.
- The Database stores the user data and notifies the Server.
- The Server notifies the User that the registration is complete.
- The Server communicates with the Authentication Manager to authenticate the user.
- The Authentication Manager authorizes the user and communicates back to the Server.
- The Server sends a notification or quick code to the User using the MobileNotification object.
- The User receives the notification or quick code and verifies their identity.