

>election-sys

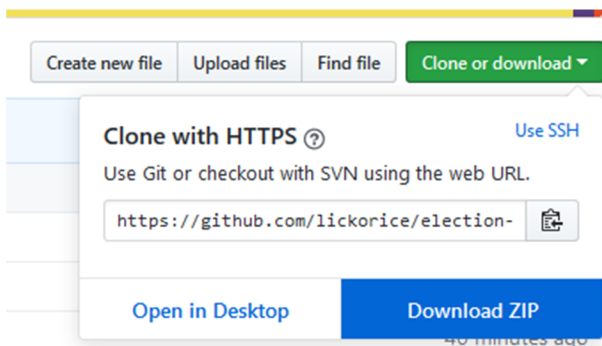
an open-source, editable election program for student councils

Administrator's Manual

This specific manual is catered to the election's administrator, may it be a teacher, a commissions member, chairman, or even a simple student who is proficient in handling the computer.

Installation

Head to <https://github.com/lickorice/election-sys> and download and extract the ZIP file through "Clone or download"



.git	7/19/2018 4:47 PM	File folder
assets	7/19/2018 4:38 PM	File folder
data	7/19/2018 4:13 PM	File folder
node_modules	7/19/2018 4:13 PM	File folder
static	7/19/2018 4:13 PM	File folder
static-editor	7/19/2018 4:13 PM	File folder
.gitignore	7/19/2018 4:13 PM	Text Document
.todo	7/19/2018 3:59 PM	TODO File
election-sys.exe	7/19/2018 4:02 PM	Application
package.json	7/19/2018 4:02 PM	JSON File
package-lock.json	7/19/2018 4:02 PM	JSON File
server.js	7/19/2018 3:59 PM	JavaScript File

election-sys.exe is the entry-point for the program, and opening it will launch the program. The program can be hosted locally (one application per computer) or as a server (one application for the whole network). Running it will open a console window with the following text:

```
[ SVR ] Sockets successfully initialized.  
[ SVR ] Started to listen on port 1000.  
[ SVR ] Started to listen on editor instance 1050
```

Next, you need to take note of the computer's IP address. Press **Win+R** and run **cmd**. Type in **ipconfig** and remember the following IP address register:

```
Ethernet adapter Ethernet:  
  
Connection-specific DNS Suffix . :  
Link-local IPv6 Address . . . . . :  
IPv4 Address. . . . . : 192.168.160.131  
Subnet Mask . . . . . : 255.255.255.0  
Default Gateway . . . . . :
```

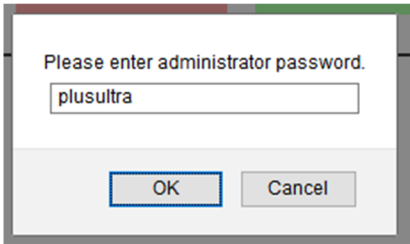
If you are hosting this locally (one .exe for each computer), you may also use the **localhost** address (see Moderator's Manual) in place of the computer's own IP address.

Configuration

While the server is running, you may access the ballot editor with any computer in the network by opening a browser (Firefox, Chrome) and entering the IP address (in my example, it will be 192.168.160.131) followed by the port number 1050 (:1050).

Doing this will open the ballot editor, and will prompt a password. By default, the password is **plusultra**. You may edit the **election title**, the **institution title**, each **position** and each corresponding **candidate** and also the **number of votes allowed per position**. In addition, you may also **edit the admin password**, and **reset the vote count**.

For changes to take effect, you need to refresh the browser, and you do not need to re-run the whole server.



Editing titles

To edit the titles, simply double click them to edit, and click Save. To cancel, you may refresh the page or Save with the same value as before.

ULTRA ACADEMY HIGH SCHOOL

ULTRA ACADEMY MINOR ELECTIONS

ULTRA ACADEMY HIGH SCHOOL

Save

ULTRA ACADEMY MINOR ELECTIONS

Editing positions

To edit the positions, click on the EDIT THIS POSITION button to show an interface similar to editing titles. However, this would pop up 3 text boxes, which are as follows:

Position name	Position ID	Max votes		
<div>Class 1 - A Representatives</div>	<div>CAR</div>	<div>4</div>	<div>Save</div>	<div>Delete</div>
<div>MIDORIYA, IZUKU</div> <div>0</div>				

Make sure that the **Position ID** is unique for all positions, meaning that there should be no duplicates. Having a duplicate in the position ID will and can cause complications to the system.

Editing candidates

To edit the candidates, double click them to edit. Make sure that the **Candidate ID** is unique to all candidates, regardless of position. Similar to editing positions, there are multiple boxes which are as follows:

Candidate name	Candidate ID		
<input type="text" value="TOKOYAMI, FUMIKAGE"/>	<input type="text" value="KOTO"/>	<input type="button" value="Save"/>	<input type="button" value="Delete"/>

Counting votes

The number below each candidate in the editor is the current vote count.

Creating positions

To create a position, click the appropriate **ADD A POSITION** button (because order matters, President > Vice President > Secretary, etc.). To add one to the start of the ballot, click the **ADD NEW POSITION ON TOP** button, and to add one in between positions or to the last, click the **ADD A POSITION AFTER THIS** button. The interface is similar to editing positions. **For safety, add positions one at a time and not in bulk.**

Creating candidates

To create a candidate, click the **ADD CANDIDATE** button in the appropriate position. Take note that this will always add the candidate at the end of the list. You could always edit, but make sure to plan out the candidates alphabetically first before adding them to the ballot. The interface is similar to editing candidates.

Admin tools

Resetting votes

To reset all votes back to zero, click the **RESET VOTES** button and enter the password.

Changing the password

To change the password, click the **EDIT PASSWORD** button and enter the old password as well as entering and confirming a new password.

Usage

After configuring the ballot, you may **duplicate the whole program** and place them in different servers or in individual computers. However, the program itself takes time to copy, so you may opt to copy the `config.json` file located in the `data` folder of the program instead. This may be the case if you have different ballots for the morning case and for the afternoon case.

Connecting clients

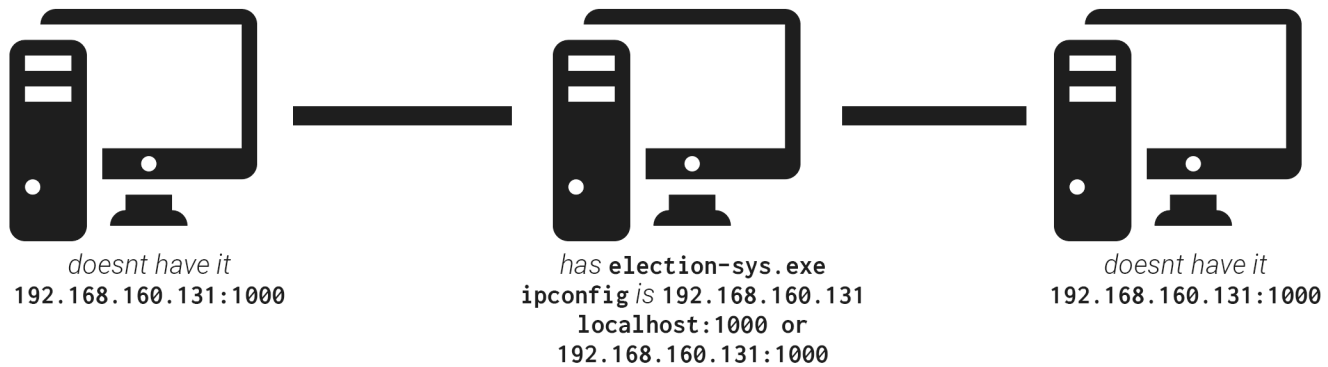
If you wish to install the program for each computer:



Simply open each computer's browser then enter the localhost address.

Take note, each computer will have its own vote count upon entering the ballot editor, and changes done in the ballot editor will be applied to only that computer alone.

If you wish to install the program on a server, to be used by multiple computers:



See the Installation section of this manual for the ip address.

Use the IP address of the computer which has the program running on it for all computer's URL input in their respective browsers. If the ballot does not show up, this is likely a problem regarding firewalls, or an error with the connection between the computers.

In this setup, the vote count is consistent and cumulative throughout all units in the network and are not separate per computer. Changes in the ballot editor will be applied to all computers in the network upon browser refresh.