ELECTRONIC VOTING SYSTEM

Presented by Basit Rauf

TEAM PROJECT

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INTRODUCTION

The Online Voting System is a software solution designed to streamline the voting process for elections, enabling voters, candidates, and administrators to interact in a secure and efficient manner. This system leverages digital technology to ensure that voting can be conducted remotely, ensuring accessibility, transparency, and security

FUNCTIONAL & NON-FUNCTIONAL REQUIREMENTS

- **Functional Requirements**

User Management

Election Setup

Voting

Vote Tallying

Withdrawal

Reports:

- **Non-Functional Requirements**

Performance

Scalability

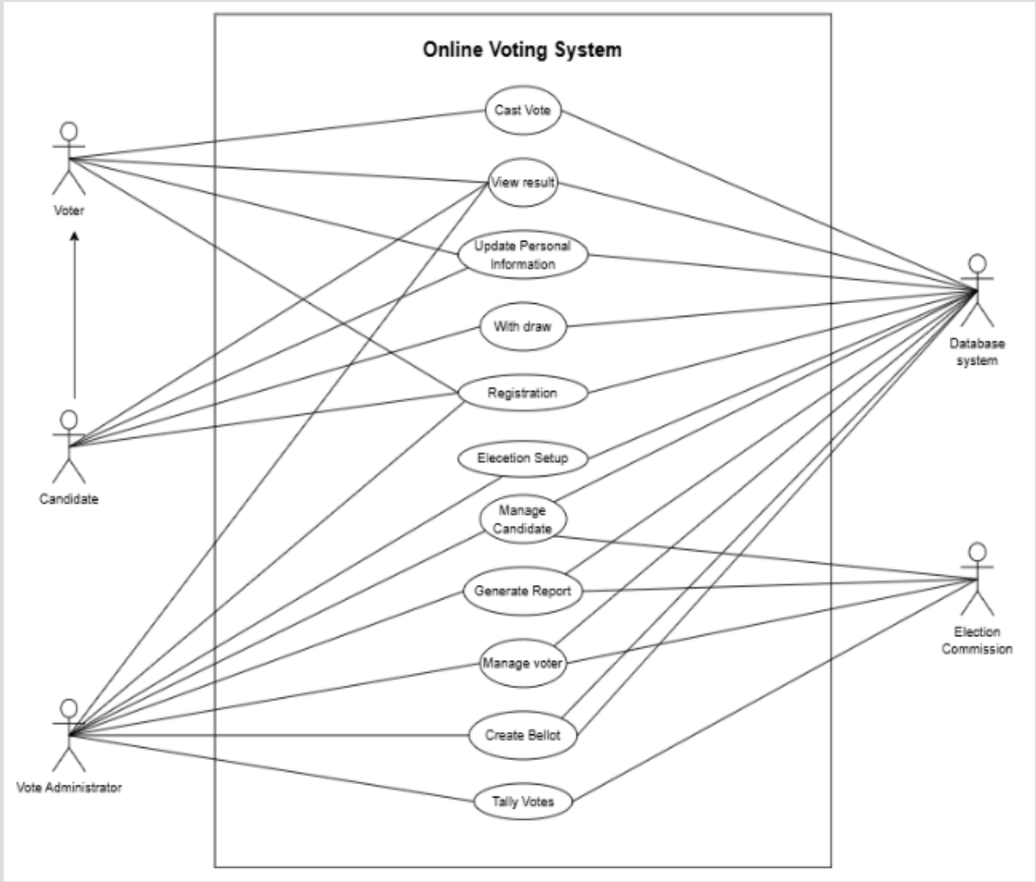
Security

Availability

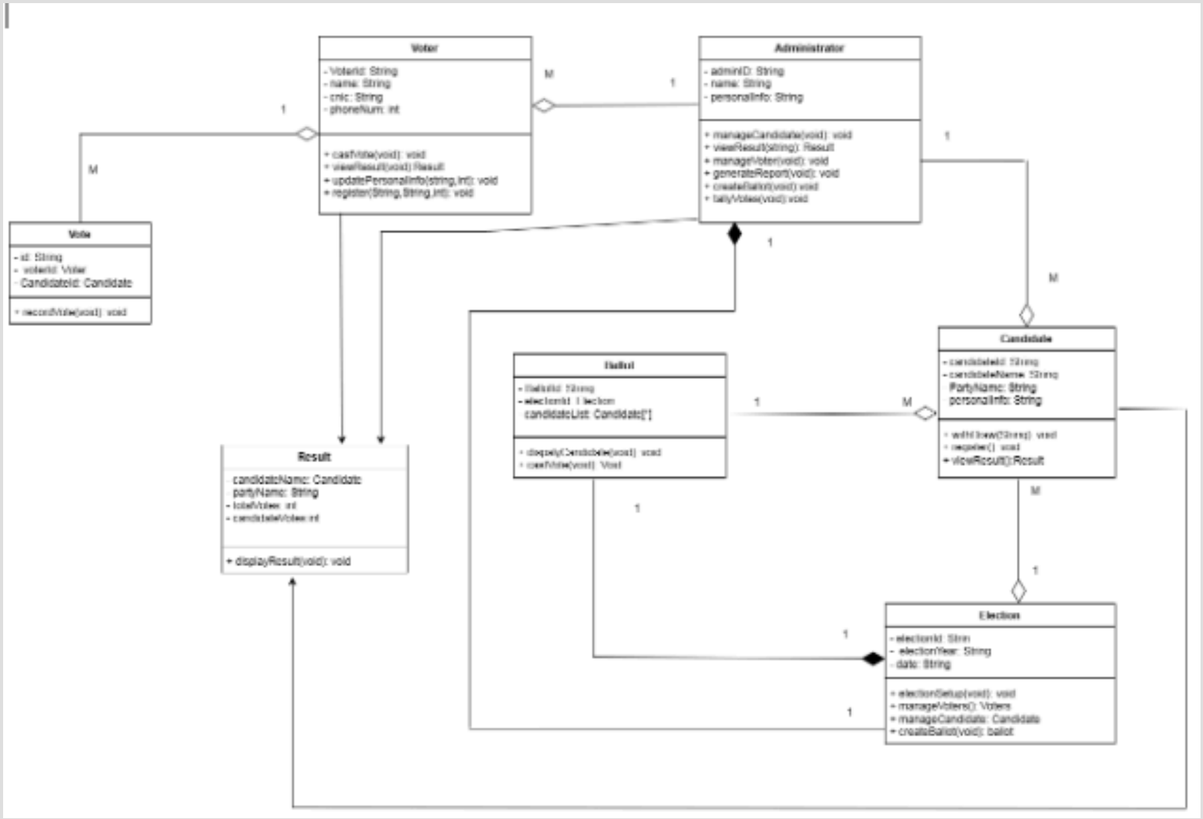
Compliance

Usability

USE CASE DIAGRAM



CLASS DIAGRAM



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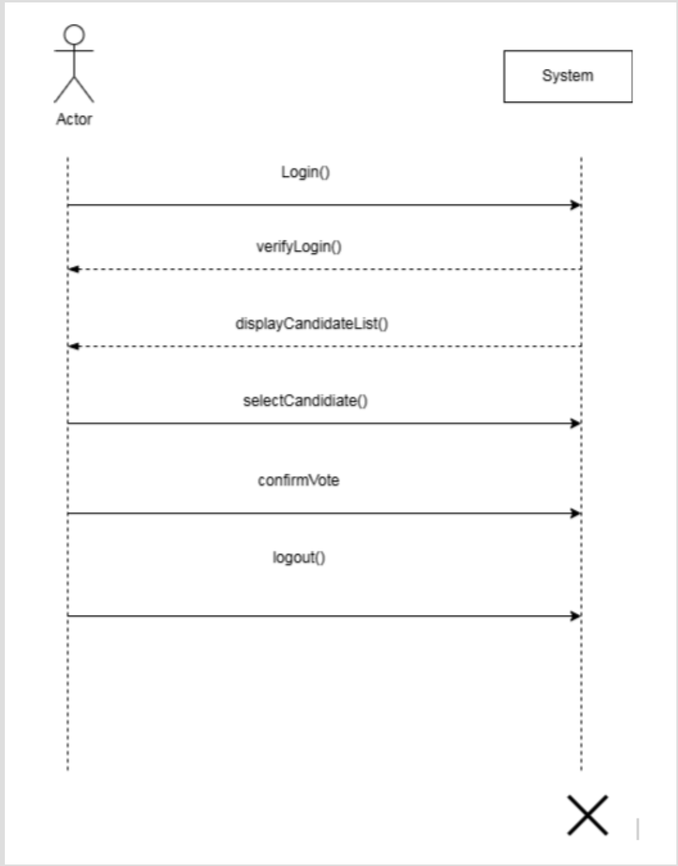

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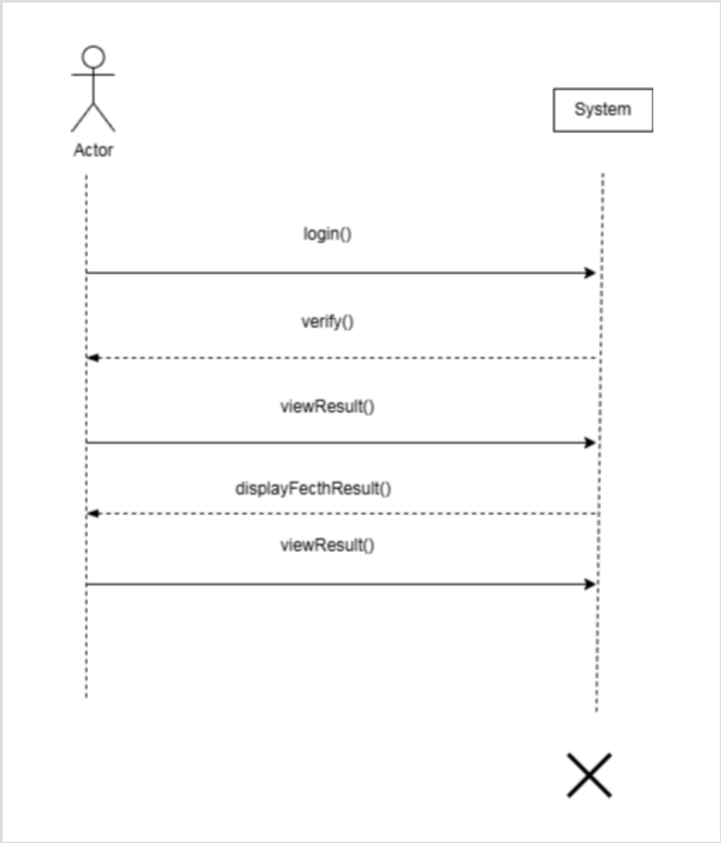

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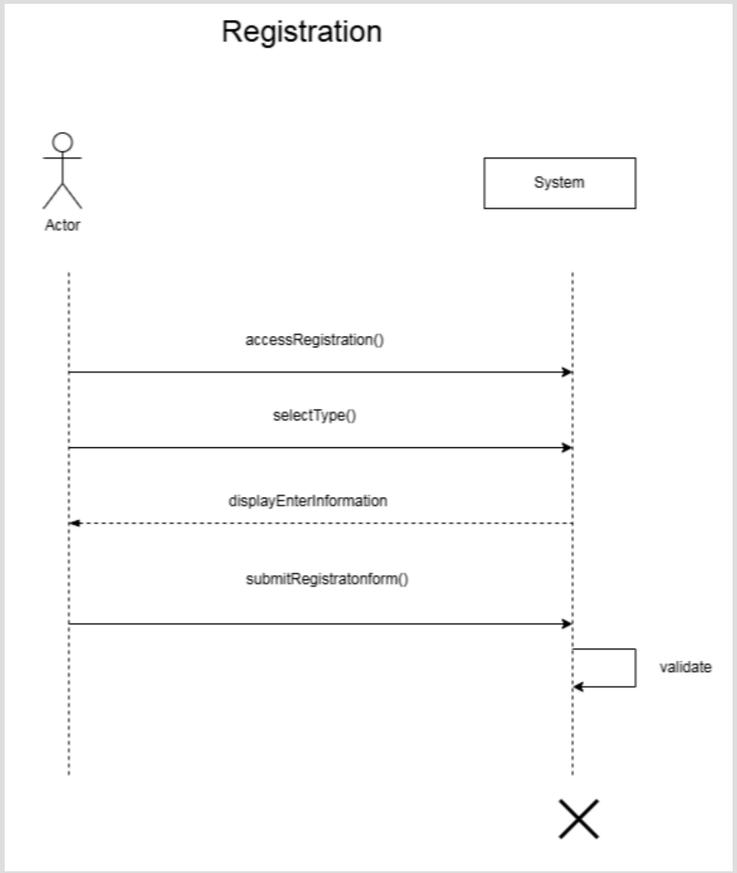

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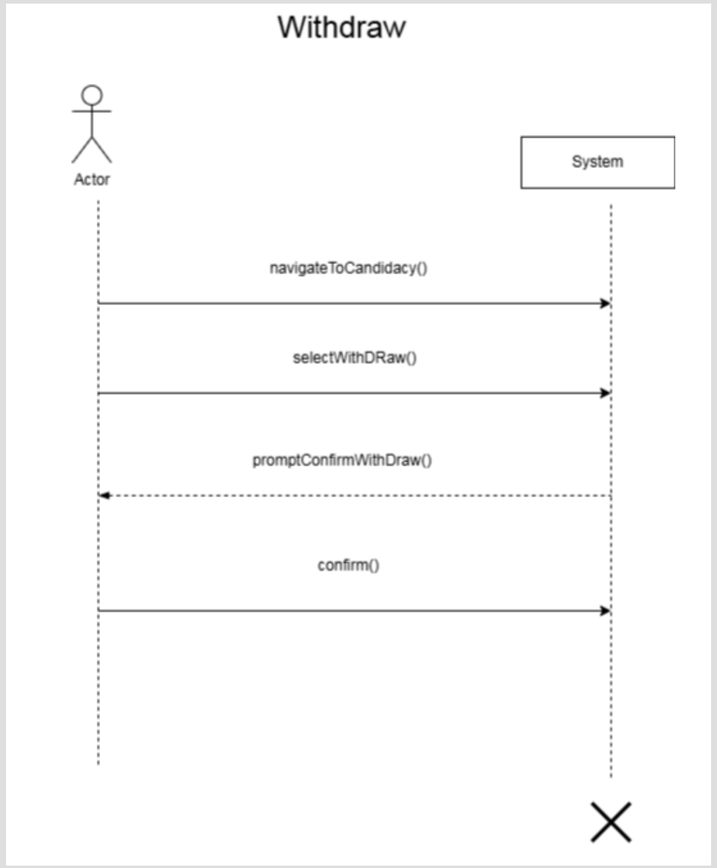

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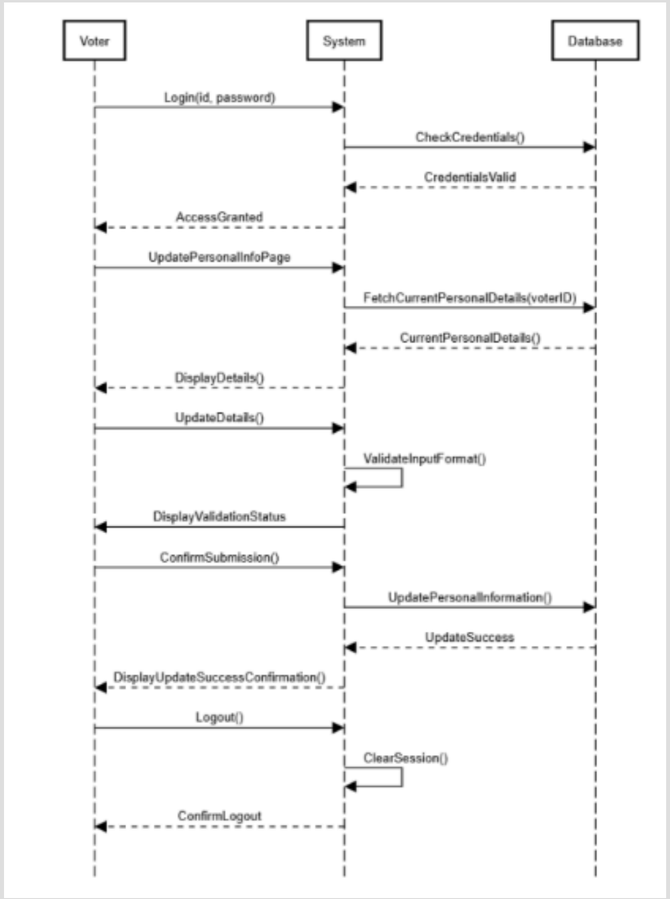

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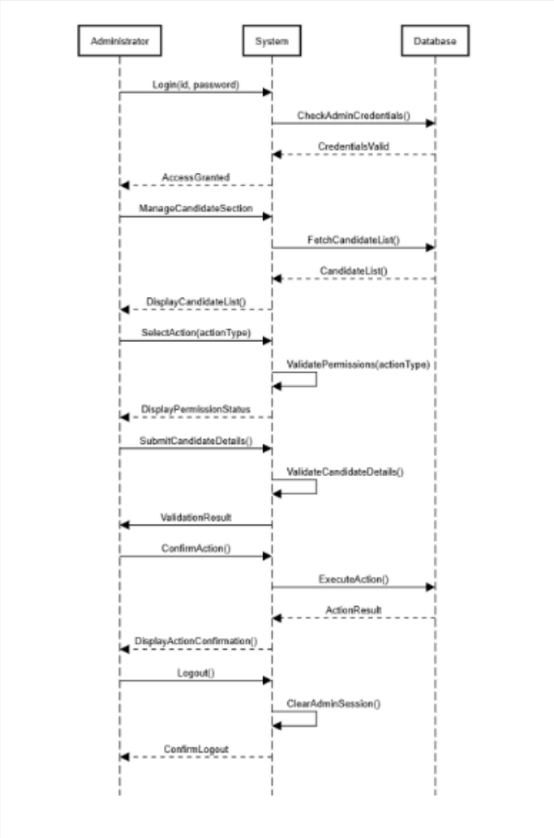

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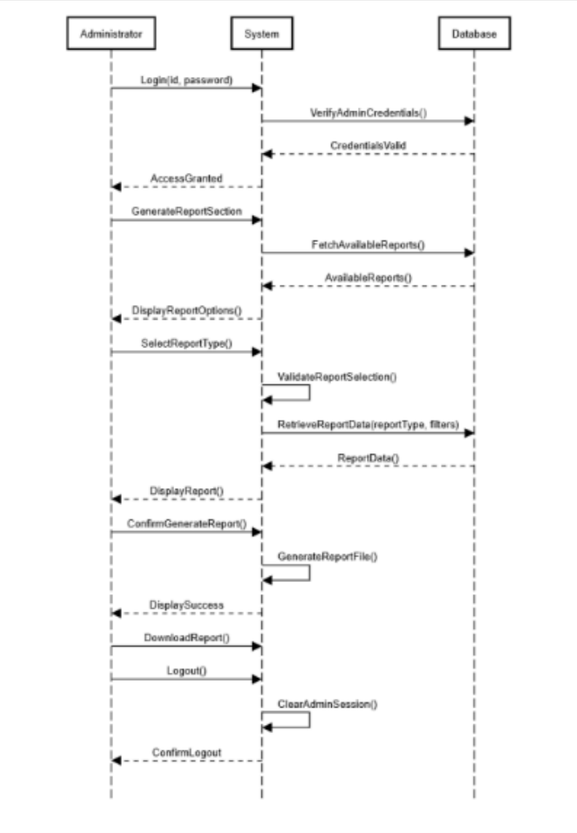

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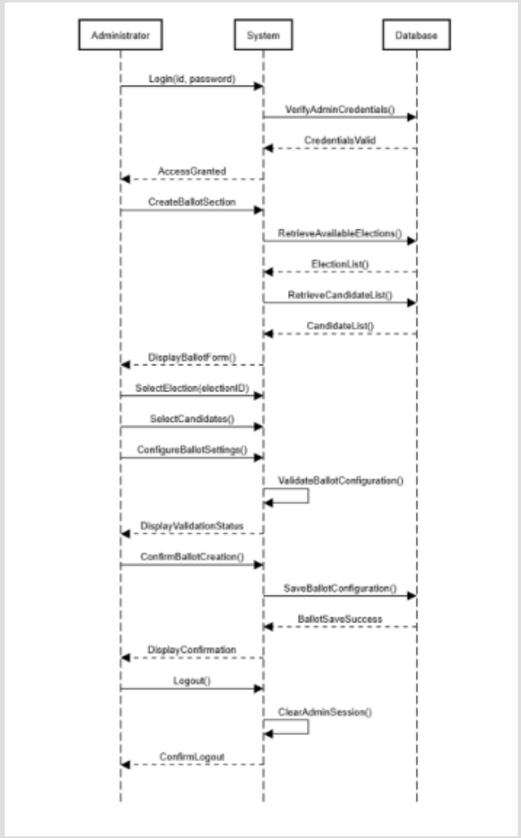

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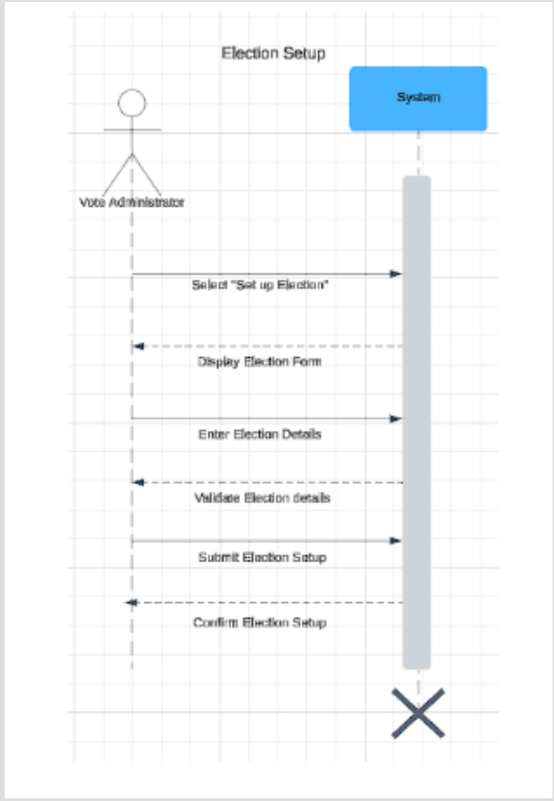

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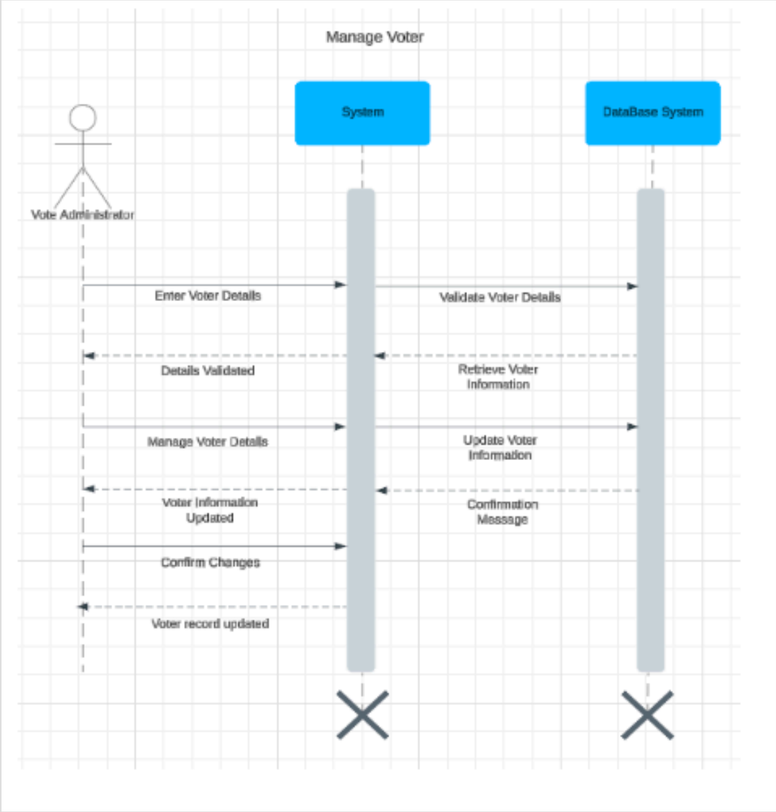

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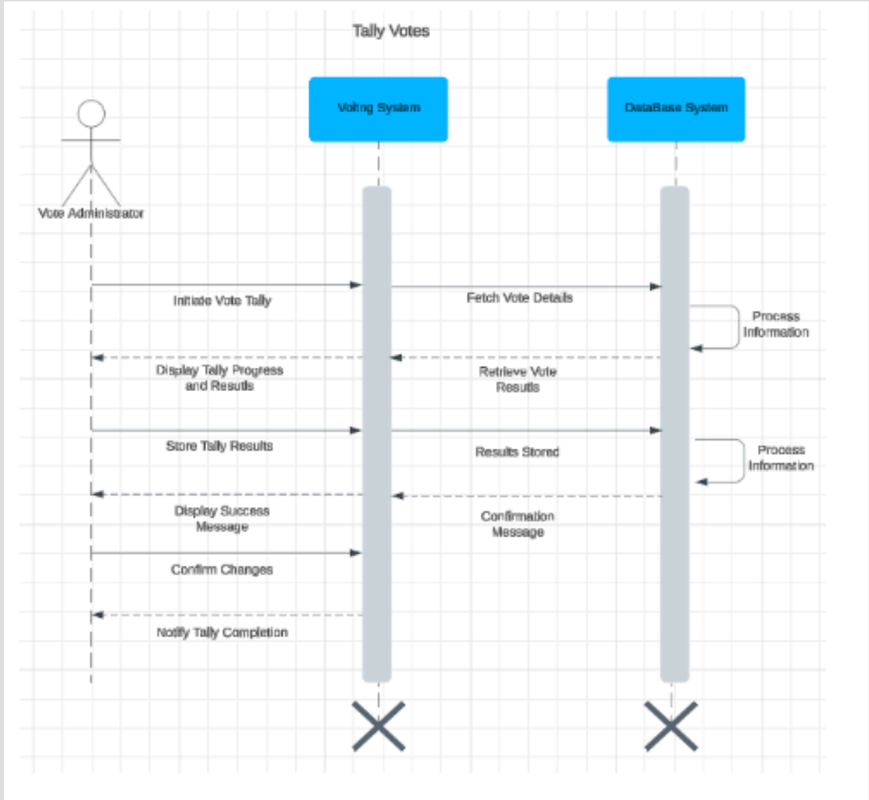

GOF PATTERN

The **Factory Method** pattern from **Creational Design Pattern** allows us to create objects without specifying the exact class of object that will be created. Instead, the factory method is responsible for creating an instance of the required class based on the user's input. In our **UserFactory** class, the createUser method is acting as the factory method, creating instances of different types of users (**Admin, Candidate, Voter**) based on the input parameters provided.

CONCLUSION

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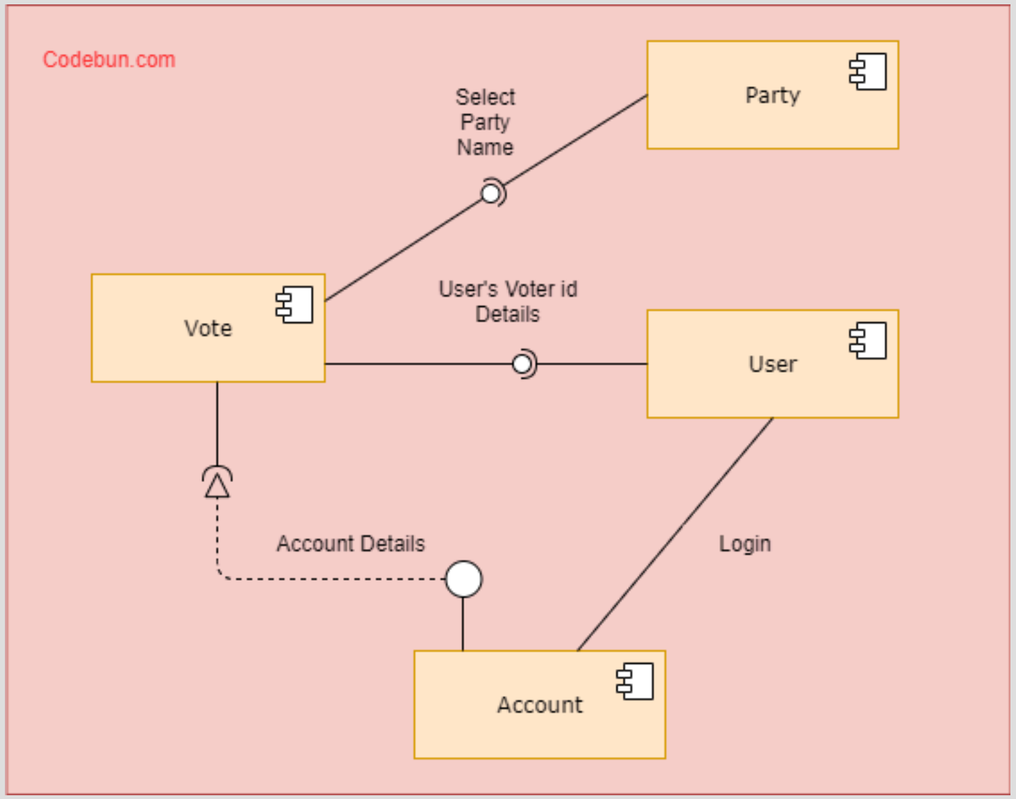
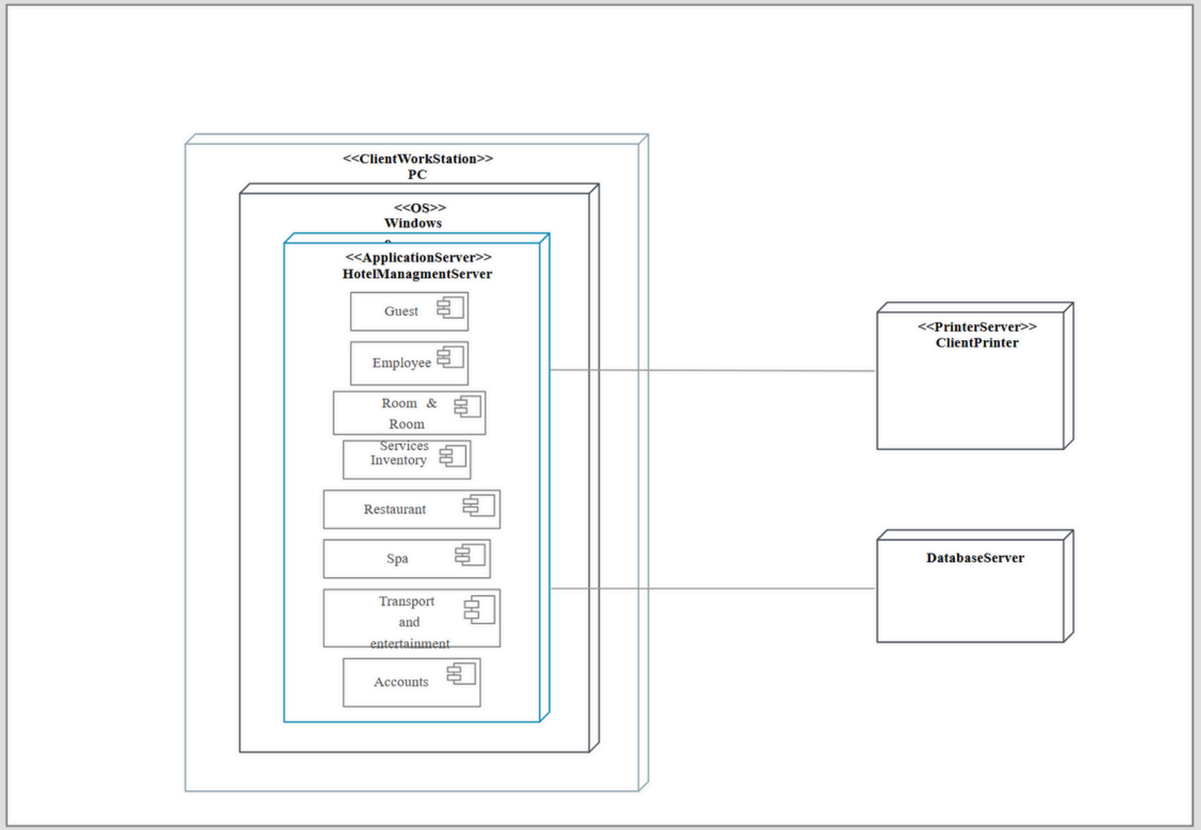
COMPONENT DIAGRAM



DEPLOYMENT DIAGRAM



THANK YOU