**SOFTWARE REQUIREMENT SPECIFICATION (SRS) FOR ONLINE VOTING SITE**

**INTRODUCTION:**  Voting is civic duty of the people in a democracy but unfortunately the old methods of voting still held in 21st century. Long queues, many voters didn’t take participation in voting because of living away from his constituency and not able to go from his home to polling booth, are the big problematic factors. We need something that can provide the infrastructure for online voting system that is efficient, secure and easy to use.

**PURPOSE:** Online voting System is a system that enables all citizens to cast their vote online. The purpose of this is to increase the voting percentage across the country, as in the present system citizens have to visit the booth to cast their vote and those people who are away from their home town are not able to cast their vote during elections, Due to this the voting percentage across our country is very less. Also in present system, for the election’s result we have to wait 14 to 15 days. Through this website those people who live away from their home town will also be able to cast their vote.

**SCOPE:** In the 21st century the archaic methods of voting worry us as we all know in our country, corruption is a big problem. Vote can be changed by threats , voting rules can be changed and the trust of the voters can be lost. For these reasons we are revolutionizing the voting process.

Our e-voting site is not only secure from corruption, but also provides strong resistance to hacking and other cybercrimes. It can be built within the time limit and budget.

The most important factor of this website is that once a vote cast by voter, no one can alter the vote. It is easy to log into, feasible and easy to use, transparent. It will maintain the details of the voters and their votes.

**DEFINITIONS, ACRONYMS, AND ABBREVIATIONS:**

**e-voting:** e-voting is our online voting website name

**voter:** citizens(a legally recognized person which have aadhar card or voter id or pan card.

**RAM:** Random Access Memory

**REFERENCES:**

1. ‘SOFTWARE ENGINEERING: A Practitioner’s Approach’ by Roger S. Pressman.
2. IEEE Recommended Practice for Software Requirements Specifications
3. IEEE Standard for Software Test Documentation