Electronic Voting System (EVS)

JavaEE Web application course SOSE 2023

Project Manual

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The Electronic Voting System (EVS) supports electronic voting polls that can be primarily used by university bodies such as the examination office, student councils and for organizing event polling. Mostly it is difficult to organize the meetings in person, so the objective of the application is to minimize common meetings and organize the poll through the web.

In the context of university, the Examination Office can conduct the event based on polling from the students and professors with the use of EVS regarding events, seminars, webinars and many more. The use of EVS expedites the results announcement, potentially reducing the uncertainty associated with waiting for manual counts. Moreover, it can also prevent issues like overvoting or under voting.

While they offer efficiency, accessibility, and accuracy benefits, it is essential to address the associated challenges to ensure the integrity and striking the right balance between convenience, security, and transparency will be key to the successful implementation of electronic voting system.

The Electronic Voting System (EVS) will facilitate the casting and counting of polling.

This user manual will provide instructions on how to access the EVS and its installation on the web application server.

EVS is a web application, which means it runs on a server machine and responds to all the requests made by the client via the client's web browser. A windows/Unix/Linux/MacOS based system with the following software and hardware requirements is required to run EVS.

Client-side Software requirements

The latest JavaScript enabled browser to access the application.

Server-side Software requirements

Application Server (Payara)

Application server is required to host the application and provide the necessary environment for its execution. We will use Glassfish/Payara application server, available at https://www.payara.fish/downloads.

Database Server

EVS stores all data related to the system in a database. A MariaDB database server is required to run EVS. The latest version of the MariaDB database server is available at https://downloads.mariadb.org/.

JAVA

Java Developer Kit (JDK) or Java Runtime Environment (JRE) platform must be installed on the server's operating system. The latest version of JDK is available at http://www.oracle.com/technetwork/java/javase/downloads/index.html.

Server-side Hardware requirements

System with min 2 GB RAM.

Deploying Application on server

For an application to run, it must be deployed on the application server like Payara to start serving the user requests. But before that we must complete a few steps to complete the process of installing the application on the server.

Installing MariaDB

After downloading the MariaDB database server open the file and follow the instructions to install MariaDB server.

Create a database schema with the name "javaee_teamcharlie" and desired username and password to access it.

Creating JDBC resource and JDBC Connection pools

After installing the payara server in the desired location, start the server domain by running the following command to start the domain of your choice.

Once the server is up, navigate to the http URL://localhost:4848. Please note that the administrator port may be different. Refer to the port number displayed in the message after starting the server.

For JDBC Connection Pool

Navigate to "Resources/JDBC/ JDBC Connection Pools to create a new JDBC connection pool.

Click on the New which will navigate to New JDBC Connection Pool.

Provide the necessary parameters as shown in the picture.

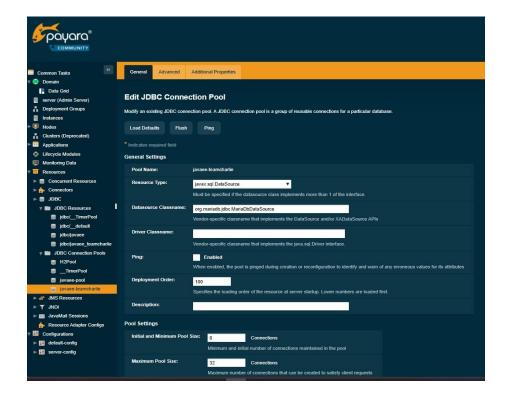
- Pool Name: javaee-teamcharlie

- Resource Type: javax.sql.DataSource

- Database Drive Vendor: leave blank

Click next and set the following parameters for Datasource Classname and the properties for URL, user, and password and click finish to save the connection pool settings.

We can verify the connection by selecting the connection pool and clicking "Ping" which should display the "Ping Succeeded"



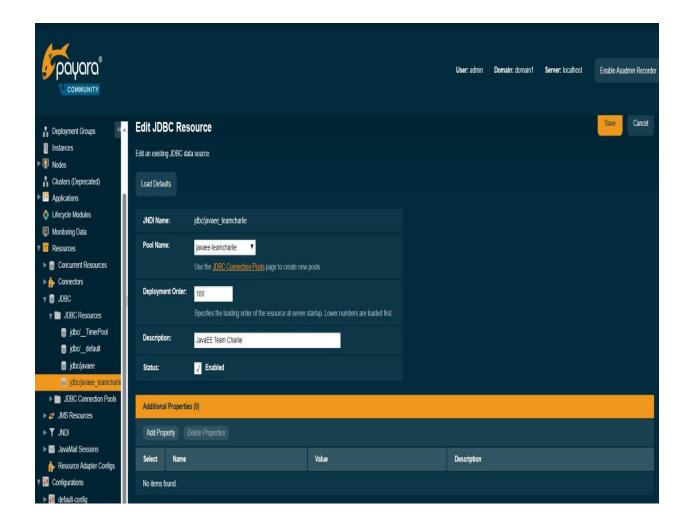
For JDBC Resources

Navigate to the Resources/JDBC/JDBC Resources

Click on a new JDBC Resource and fill in the parameters as shown in the picture.

- JNDI Name: jdbc/javaee_teamcharlie
- Pool Name: javaee_teamcharlie
- Description: JavaEE Team Charlie

Click on the "OK" and verify all the parameters and add properties as required.

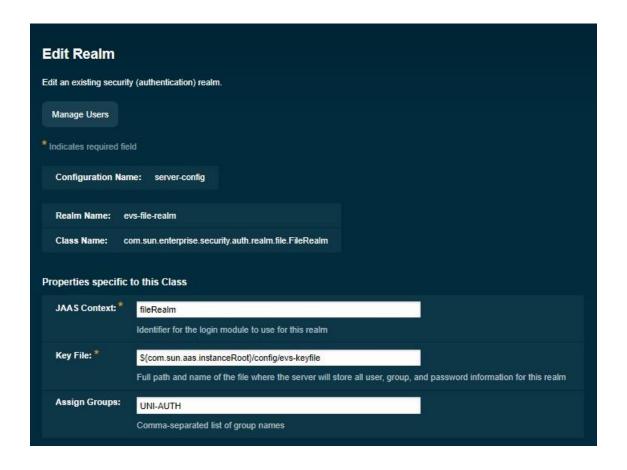


Deploying the application

Before we start the deployment, we should ensure that the domain and the database server are up and running.

Installing the file realm on the server

To ensure that only authenticated users can access a security policy "realm" is defined. Users are assigned to user groups and are given specific roles.



- 1. Start payara server
- 2. Go to payara admin page: localhost:4848
- 3. Go to Configurations > server-config > Security > Realms
- 4. Create new realm
- Name: evs-file-realm
- Class Name: com.sun.enterprise.security.auth.realm.file.FileRealm
- JAAS Context: fileRealm
- Key File: \${com.sun.aas.instanceRoot}/config/evs-keyfile
- Assign Groups: UNI-AUTH
- 5. Click ok
- 6. create a text file named "evs-keyfile" with following content and place in the following directory:

C:\Users\<username>\payara5\glassfish\domains\domain1\config

7. Check on the file realm you created; you should see the listed users; you can change the passwords accordingly.

Current Security Roles

USER: Authenticated Users

STAFF: University Employees

ADMIN: Admin

Installation Guide of TestSMTP Server

To enable email service in the application we need to set up SMTP server to send email reminders. Please follow the following steps to set up SMTP server.

- 1. Go to Payara Admin Console by right clicking on the Payara Server and click on "View Admin Console". Before going there, make sure that Payara Server is running. (You can start the Payara Server from Project Explorer -> Services tab -> Servers -> Payara).
- 2. From Admin Console click on Resource Tab, after that click on JavaMail Sessions.
- 3. Click the New Button and fill in the following information as shown in the image.



- 4. Click save where we can see the listing of JavaMail Session settings.
- 5. Deploy the TestSMTPServer application in the same domain and the EVS application is ready to send emails.

Problems Faced

The Pre-Development process consisted of a series of online meetings to discuss the coarse-grained details of the project. Issues during this face included timing constraints and limited availability when matching team schedules. During these meetings we discussed and separated tasks among group members. A Jira Board was then used to mark and keep track of progress throughout the development phase.

During the development stage we encountered constant "cannot create stateless EJB errors" as well as technical integration problems when combining jsf-frameworks. During the chart creation phase we initially wanted to display our results using primefaces, but found the integration with bootfaces incompatible and in the end used highfaces.

Additionally, we found in our final test, adding a css file had introduced a bug which stopped our modals from loading correctly and removing the css which created the bug introduced several formatting issues which we were unable to fully fix.

| Integrating the concept of a backing bean into our structure, as well as u | ising jsf were constant |
|--|-------------------------|
| technical struggles which had to be adhered to and collaborated on through | nout the project. |

We finally faced the loss of a group member late in the project introduced an organizational issue into the structure late in the game, as many administration and translation tasks had to be redistributed to other members.

Domain Model

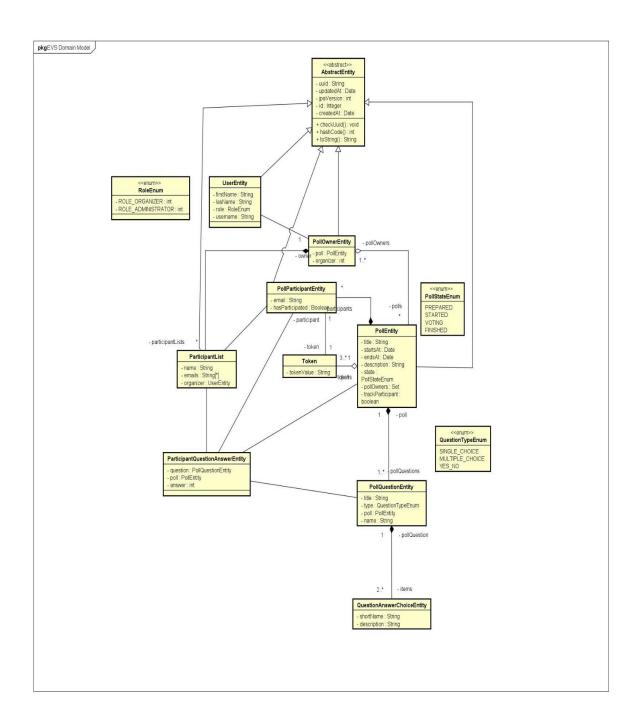


Fig. Domain Model

Time Spent

We studied some of the courses, videos and weblinks prior to the project implementation.

- 1. Java EE: Getting started with Javaserver Faces by Jesper De Jong
- 2. Java Persistence API 2.1 by Antonio Goncalves
- 3. https://javaee.github.io/glassfish/documentation

Sanjeev Sun Shakya

| Description | Time spent (in hrs.) |
|----------------------------|----------------------|
| Lectures and Tutorials | 10hrs |
| Understanding demo project | 3hrs |
| Project setup | 10hrs |
| Feature implementation | 60hrs |

Eric Wayne Babcock

| Description | Time spent (in hrs.) |
|-----------------------|----------------------|
| Understanding Java EE | 20 hrs. |
| questions/items | 20 hours |
| User interface | 5 hours |

Prajwol Thapa

| Description | Time spent (in hrs.) |
|--|----------------------|
| Understanding Java EE (courses and videos) | 20 hrs. |
| Going through the application from lecture | 10 hrs. |
| Working on application | 20 hrs. |

List of Completed and Missed Requirements

The list encompasses the following completed and missed functionalities of the EVS.

| t No. Description Status | |
|--------------------------|--|
|--------------------------|--|

| P001 | EVS provides organizers to conduct electronic polls where each poll shall have title, description, and a voting period. | Completed |
|------|--|---------------|
| | - Each poll has a unique title. | |
| | - Each poll has a description. | |
| | - Each poll has a voting period. | |
| P002 | The number of questions in a poll is at least 1. | Completed |
| P003 | EVS provides organizers with the ability to group many arbitrary questions in a poll. | Completed |
| P004 | EVS provides organizers with the ability to clone a poll.If a poll to clone has votes, EVS clone the votes. | Not Completed |
| | - If a poll to clone has results, EVS will not clone the results. | |
| QU01 | EVS provides organizers to add several types of questions to a poll. | - |
| QU02 | EVS allows organizers to define the minimum and maximum number of choices for MCQ's. | Completed |
| QU03 | The questions of a poll have a title. | Completed |
| QU04 | The items of a question have a short name and an optional description. | |
| PS01 | The state of poll is one of PREPARED, STARTED, VOTING, FINISHED. | Completed |
| PS02 | EVS ensures that the description, initial voting period, questions, and participant list of a poll only changes in state PREPARED. | Completed |
| PS03 | EVS ensures that the participant list of a poll only changes in state PREPARED. | Completed |
| PS04 | Once the organizer starts the poll, the EVS sets the poll state to STARTED. | Completed |
| PS05 | Once the voting period starts, the EVS sets the poll state to VOTING. | Completed |
| PS06 | As soon as the voting period ends or all participants submits their vote, the EVS sets the poll state to FINISHED. | Completed |
| PS07 | EVSs allow organizers to extend the voting period when a poll is in state STARTED or VOTING. | Completed |
| OR01 | EVS provides all university employees with the ability to act as organizers. - EVS ensures that organizers authenticate themselves with username and password. - EVS identifies university employees using the LDAP service provided by the ZIMT computing center. | Completed |
| OR2 | EVS provides organizers with the ability to create many arbitrary polls. | Completed |

| | Each poll is owned by at least one organizer. EVS ensures that organizers can only work on polls that they own. | |
|------|---|---------------|
| OR3 | EVS provides organizers with the ability to preview their polls from the participant's view. | Not Completed |
| OR4 | EVS provides organizers with the ability to add further organizers to a poll. EVS provides organizers with the ability to change the organizer list. EVS ensures that an organizer cannot remove herself from the organizer list. | Completed |
| OR5 | EVS provides organizers with the ability to delete a poll. - If a poll-to-delete is not in state PREPARED or FINISHED, EVS sends a notification email to all organizers and participants to inform them about the removal. | Completed |
| OR6 | EVS provides organizers to start the poll when it has at least 3 participants and in the state PREPARED. | Completed |
| AD01 | EVS provides admins the ability to delete any poll. - EVS sends a notification email to all organizers and participants to inform them about the removal, if a poll is not in state PREPARED or FINISHED. | Completed |
| AD02 | EVS ensures that administrators cannot access votes and results of polls that they do not own. | Completed |
| AD03 | EVS provides administrators with the ability to manage organizer accounts. - Once the organizer account is deleted, EVS deletes all the polls that belong exclusively to that organizer. | Completed |
| PL01 | As long as a poll is in state PREPARED, EVS provides organizers with the ability to add arbitrary many participants to a poll. - Each participant is identified by a valid email address. - The EVS ensures there are no duplicate entries in poll participants. | Completed |
| PL02 | EVS provides organizers with the ability to add participants from outside the university. | Completed |
| PL03 | As long as a poll is in state PREPARED, EVS provides organizers with the ability to delete participants from the participants of a poll. | Completed |

| | - If the poll is not in state PREPARED, EVS ensures that the participants of the poll cannot be changed. | |
|------|---|---------------|
| PL04 | As soon as the organizer starts the poll, EVS sends a notification to each participant. - The notification email contains poll title, description, voting period and other details. - The notification email contains a link that already holds a prefilled token of the participant, so that they can start to vote. | Completed |
| PL05 | EVS provides organizers with the ability to comfortably create participants lists. | Completed |
| PL06 | EVS provides organizers with the ability to store participant lists for easy reuse in subsequent polls. EVS is designed such that stored participant lists are private to each organizer. Each participant list has a unique name. | Completed |
| TO01 | As soon as a poll is started, EVS assigns a random token to each participant of a poll. | Completed |
| TO02 | EVS is designed in a way that all tokens are unique in the scope of the entire system. | Completed |
| TO03 | EVS is designed in a way that a token that was previously issued can never be regenerated. | Completed |
| TO04 | The length of the tokens is equal to or greater than 16 characters. | Completed |
| AN01 | EVS ensures anonymity. | Completed |
| AN02 | EVS ensures that a token cannot be associated with a vote. | Completed |
| PT01 | EVS provides organizers with the ability to track the participants for a poll. | Completed |
| PT02 | If participation tracking is enabled for a poll, EVS provides organizers with the ability to activate automatic reminders to participants who did not vote. | Not Completed |
| SV01 | As long as a poll is in state VOTING, EVS provides participants with the ability to submit a vote. | Completed |
| SV02 | The voting page presents an input field for a participant's token. - If the voting page is accessed by the link in the notification email, the token input field is prefilled. | Completed |
| SV03 | As soon as the token is verified, the EVS displays the questions and items. | Completed |
| SV04 | EVS presents a button to submit a vote. | Completed |

| SV05 | As soon as the vote is submitted, EVS invalidates the token used for that vote. | Completed |
|------|--|-----------|
| SV06 | EVS ensures that participants cannot change their vote after submitting. | Completed |
| SV07 | EVS provides participants with the ability to cancel a vote. | Completed |
| SV08 | EVS discards all choices of cancelled voting. | Completed |
| SV09 | EVS ensures that subsequent participants using the same browser window cannot restore the previous choices | Completed |
| SV10 | EVS provides participants with the ability to abstain from voting for each question in a poll. | Completed |
| SV11 | EVS provides participants with the ability to abstain from voting for a complete poll. | Completed |
| RS01 | As soon as a poll is FINISHED and the number of submitted votes is at least 3, EVS provides organizers with the ability to view the results of a poll. | Completed |
| RS02 | EVS ensures that nobody can view results of polls with less than 3 submitted votes | Completed |
| RS03 | As long as a poll is not FINISHED, EVS ensures that nobody is able to view (intermediate) results. | Completed |
| RS04 | As soon as a poll is FINISHED and the number of submitted votes is at least 3, EVS provides organizers with the ability to publish the results. | Completed |
| RS05 | As soon as a poll's results are published, EVS sends a notification email to all participants and organizers. | Completed |
| RS06 | The result notification email contains a randomized result hyperlink to the results page. | Completed |
| RS07 | The length of the random part of the result hyperlink is equal to or greater than 16 characters. | Completed |
| RS08 | EVS shows the number of votes for each item of each question of a poll, the number of abstentions, and the voter participation in the result view. | Completed |
| RS09 | EVS displays the results in graphical form. | Completed |
| UI01 | EVS has implemented JSF technology. | Completed |
| UI02 | EVS uses third-party CSS libraries. | Completed |
| UI03 | EVS uses third-party JSF components. | Completed |
| UI04 | EVS uses advanced technologies to enhance user experience. | Completed |
| UI05 | EVS is designed in a way that supports at least one of the following desktop/laptop web browsers. | Completed |
| UI06 | EVS is designed to support mobile device browsers. | |
| IN01 | EVS is designed in a way that the user interface language can be switched. | Completed |

| | The language switch is realized either by a URL prefix, by detecting the client browser's language setting, or on user request. If the language switch is done on user request, EVS remembers the user's language setting. | Not Completed |
|------|---|---------------|
| IN03 | EVS supports at least two user interface languages. | Completed |
| IN04 | EVS supports English as UI language. | Completed |
| IN05 | EVS supports German as UI language. | Completed |
| IN06 | EVS supports multilingual text also in the data items, so that the participants can view their options in their preferred language. | Not Completed |
| IN07 | EVS sends notification and reminder mails to participants in their preferred language. | Not Completed |
| AR01 | EVS has been implemented according to the layered architecture and the architectural rules provided in the document evs-architecture.pdf. | Completed |
| AR02 | EVS contains two modules i.e., web and EJB. | Completed |
| AR03 | The team asked for consent before using third-party libraries not presented in the lecture. | Completed |
| AR04 | EVS uses one of the database servers MariaDB/MySQL (preferred), PostgreSQL, or Java DB/ Derby. | Completed |
| AR05 | The naming conventions for projects, JavaEE modules, database connection pools, databases, and other files and resources have been followed strictly. | Completed |
| AR06 | The project team has prefixed all global names with its team name. | Completed |
| AR07 | The Java naming conventions have been followed. | Completed |
| SE01 | EVS is designed in a way that all passwords are stored in hashed/encrypted form. | Completed |
| SE02 | EVS is designed in a way that network communication with its users is encrypted. | Completed |
| SE03 | EVS is designed in a way that network communication with the database server is encrypted. | Completed |
| SE04 | EVS is designed in a way that access to polls is only granted to the related organizers and administrators. Administrators may see only the poll title, voting period, and the organizers. | Completed |
| PM01 | EVS has been documented in a project manual so that the supervisor can install the system on fresh Payara and MariaDB servers. | Completed |

| PM02 | The project manual contains a list of | Completed |
|------|---|-----------|
| | completed/missed requirements. For the missed | |
| | requirements, there is a rationale. | |
| PM03 | The project manual contains descriptions of any | Completed |
| | problems that occurred during the implementation. | |
| PM04 | Decisions made to change requirements have been | Completed |
| | documented in the project manual. | _ |
| PM05 | The individual team members' time spent on the | Completed |
| | project has been recorded. | _ |

Note: We could not complete some of the tasks, as one of our team members withdrew from the team in the last hours. Therefore, we were not able to reach the goal of completing all the tasks. However, we have completed all the "shall" tasks and only a few of the "should" tasks are not completed.

Subsystems in EVS Application

The following subsystems exists in EVS application: -

1. Email reminder subsystem

The email reminder subsystem is responsible for sending email reminders based on the configuration approved by the system administrator.

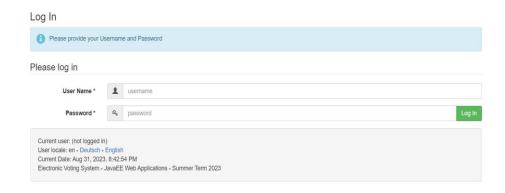
2. Schedular subsystem

The schedular subsystem is responsible for scheduling the email reminders to the poll organizers, participants etc.

Using the Application

Login

The first page of the application is the login page. The application will only allow the user listed in the realm file; hence the new registration of the user is not possible.

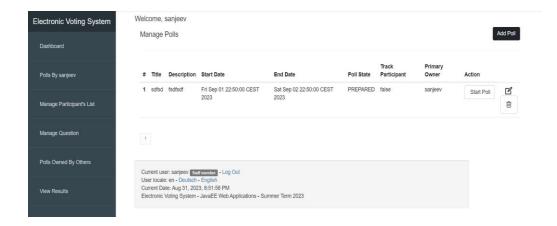


Admin Page



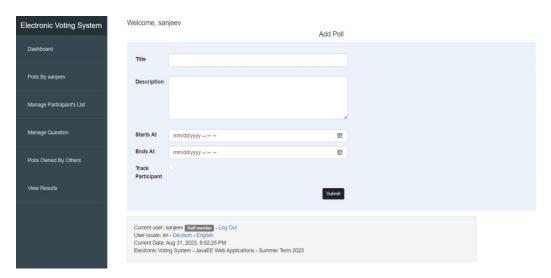
The admin can login to the page using the credential. The admin page provides two features; where they can manage the polls and manage the organizers.

Manage Polls



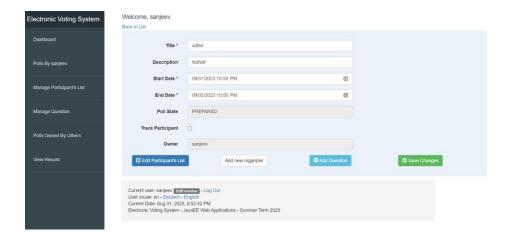
The organizer can manage the polls through this dashboard. They can choose the period to start and end the polls and actions depending on the state of the poll. The state of the poll changes from prepared to started and finished; on the different phases of the poll period.

Add Poll



The organizer can add the poll by clicking on the "Add Poll" from the manage poll menu. Adding the poll requires the title, description, and period for the associated poll.

Edit Poll



The edit poll page can be reached from the "manage poll" page by clicking on the edit button on the action column.

Add Question

The application provides organizers to add three distinct types of questions: single choice, multiple choice, and yes/no questions. The question includes its title, description and multiple answers depending on the type of questions. The organizer can define the minimum and maximum number of choices for multiple choice questions. Once the questions are selected, we can see the poll questions in the manage question webpage.

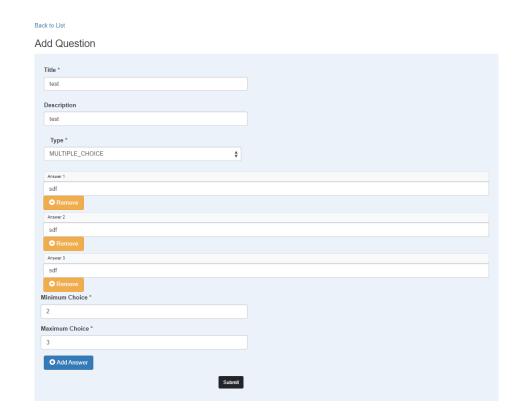


Fig. Multiple Choice Question

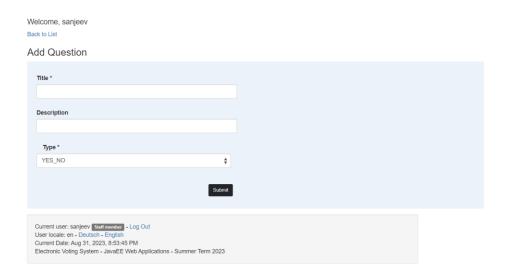


Fig. Yes/No Question

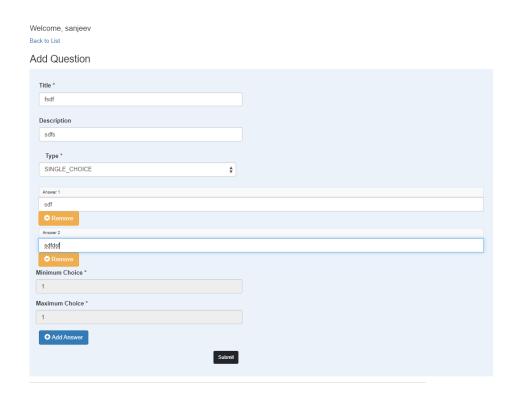
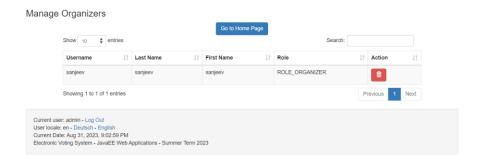


Fig. Single Choice Question

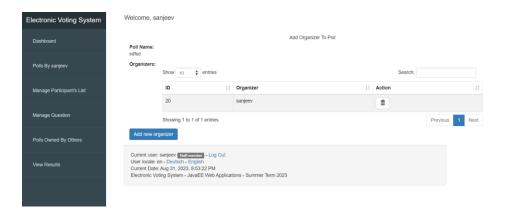
Manage Organizer



This webpage is directed from the admin home page after clicking on the manage organizer. It allows admin to assign the role to the organizer.

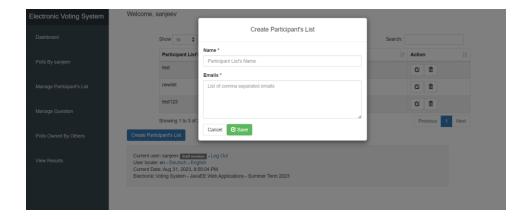
Add Organizer

The admin can add new organizer where the webpage shows the details of organizer with its id, name, and action it can perform.

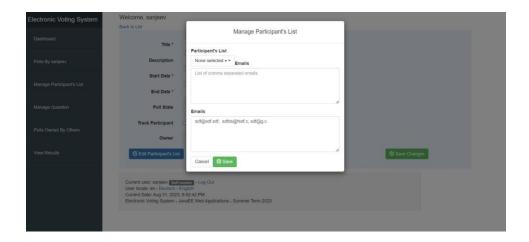


Create Participant List

The organizer can create the participant list by clicking on the "Create Participant's List" where the name and emails of the participant can be saved for the polling.

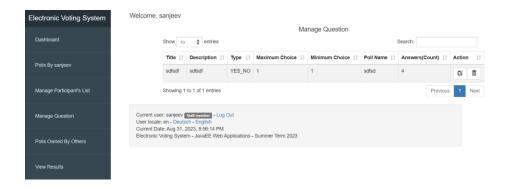


The organizer can manage the participants list by sending a notification email about the state of the poll.



Manage Questions

Once the question is chosen by the organizer to conduct the polling, the questions are directed to this section with all the details of the poll that includes: - title, description, type, number of choices, poll name, answer counts and action. Action has two features, delete the poll, and edit the poll.



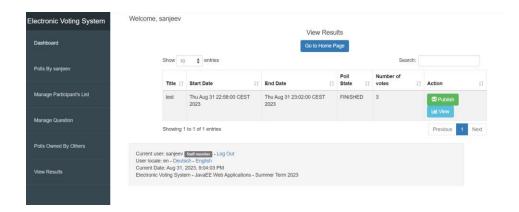
Edit/Delete Questions

The action button provides two features: -

- a. Edit the question: It allows organizer to edit the question, its description, title, and nature.
- b. Delete the question: It allows organizer to delete the poll question.

Manage Results

The poll requires at least 3 votes to finish, where the organizer can view, publish the results of the poll from the action column.



View Results

The results can be viewed in the pie chart after clicking on the view button on the action column.





Glossary

| Term | Definition | |
|------|------------|--|
|------|------------|--|

| Organizer | An organizer is a university staff member who conducts | |
|--------------------|--|--|
| | and organizes voting. They are responsible for managing, | |
| | configuring, and operating the EVS. | |
| Application server | It is a software framework that is responsible for hosting | |
| | and managing applications and services that serve client | |
| | applications over a network | |
| Administrator | An administrator is also a university staff member who | |
| | manages organizer's account and deletes poll. | |
| Participant | A participant may or may not be a university member who | |
| | can submit their vote and view results. | |
| | | |