PES UNIVERSITY
(Established under Karnataka Act No. 16 of 2013)
100 Ft. Road, BSK III Stage, Bengaluru – 560 085

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Course Title: Problem Solving with C Laboratory		
Course code: UE19CS152		
Semester: II Sem	**Section: A**	**Team Id: T_9**
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PROJECT REPORT

Problem Statement:

Demonstrating the use of Electronic Voting Machine (EVM) using C.

Description:

We have made an attempt to replicate the Electronic Voting Machines that are put to use at the time of elections. The goal is to securely intake votes from each individual voter and store them so they would be accessible for keeping a count to determine the winning candidate.

C-concepts used:

Graphics
Graphs
Mouse functions

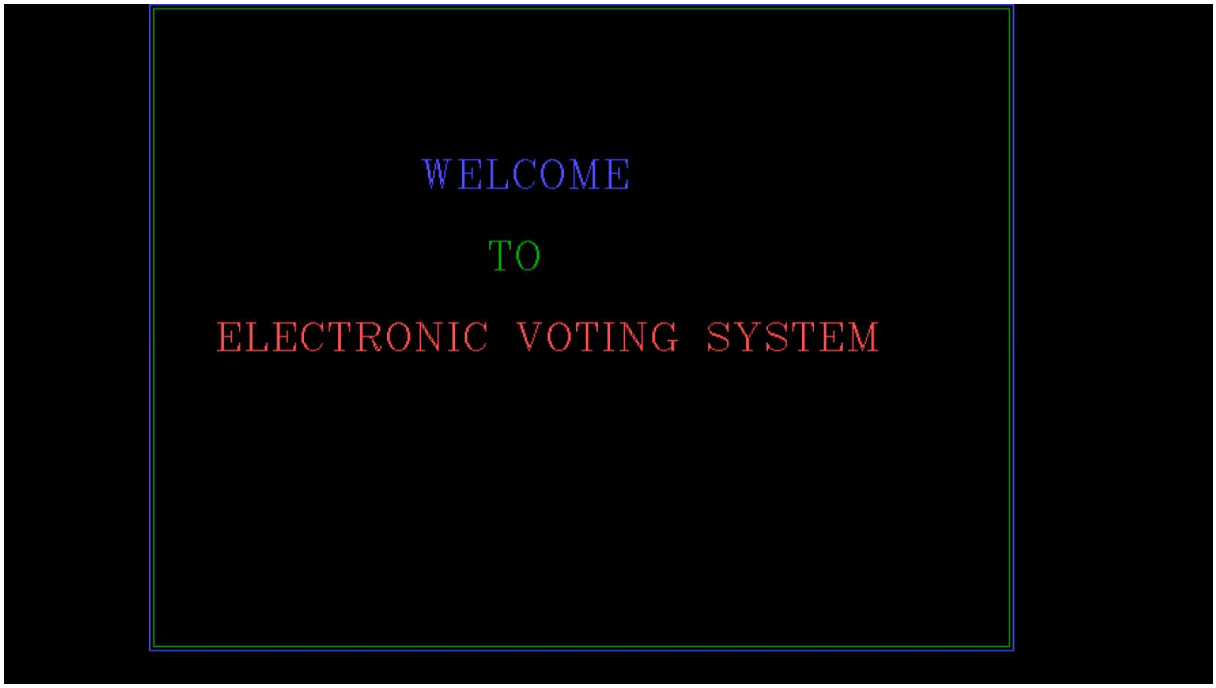
Learning Outcome:

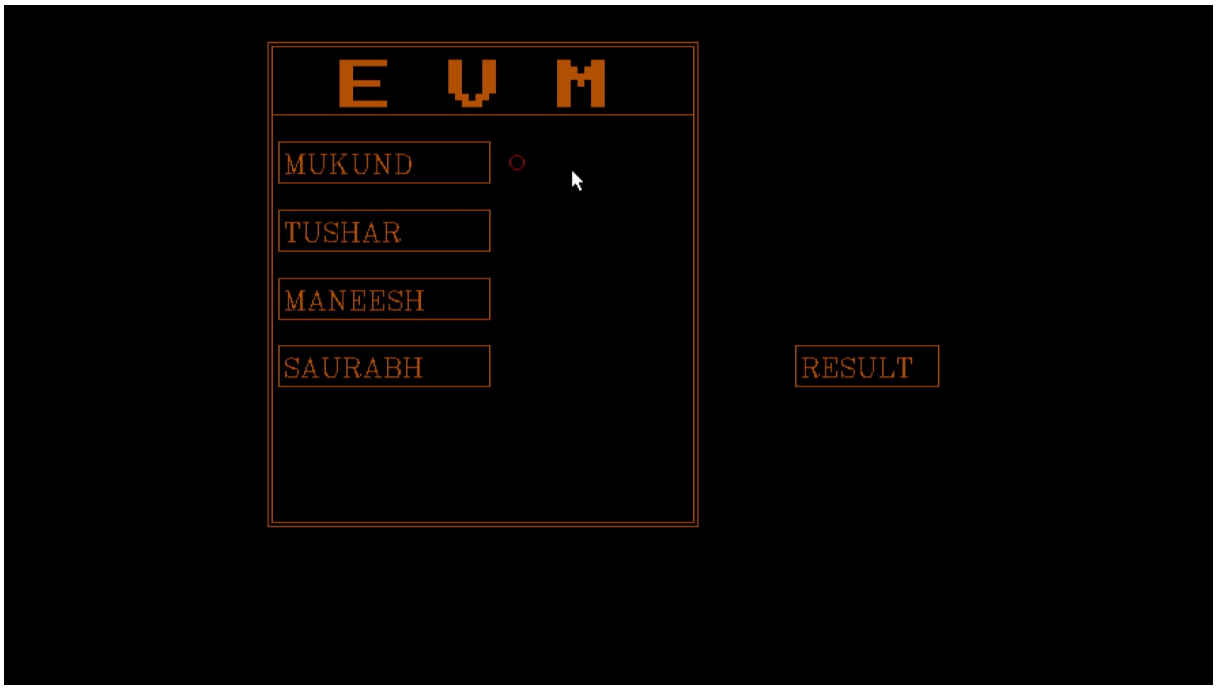
Self-Learn:

- Graphics
- Graphs
- Mouse functions

On using the above-mentioned components, we were able to obtain visual outputs such as bar graph so as to have a pictorial comparative idea as to which candidate has received the most no. of votes. Adding on, we were able to include a mouse pointer to ease the process of giving votes for the voters. The voting visual of the voting window was achieved through the graphic component used.

Output Screenshots:





Name and Signature of the Faculty