

# E-VOTING

A project Report  
Submitted in partial fulfillment of  
The requirements for the award of the

BACHELOR DEGREE  
*In*  
Computer Application  
*From*  
University of Calicut



*Submitted By*

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*Carried out at*



**Department of Computer Application**

**Safa College of Arts  
& Science**<sub>POOKKATTIRI</sub>

**MARCH 2025**

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**Safa College of Arts & Science**

**POOKKATTIRI**



# Certificate

This is to certify that the project report entitled “E-VOTING” is a record of the work done by  
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The report has been submitted in partial fulfillment of the requirement for the award of the Bachelor Degree in Computer Application from the University of Calicut for the year 2025. Submitted for the University Exam on:

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Submitted to the project and viva-voce examination held on -----/-----/----



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Date: 11/03/2025

**CERTIFICATE**

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During this period they were found hardworking, punctual & efficient. We wish them a successful future.

For RISS TECHNOLOGIES

A handwritten signature in black ink, appearing to read "Lennet".



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I hereby declare that the project report entitled “**E-VOTING**” was carried out by me as the Bachelor Degree Project in Computer Application under the guidance **Mr. HANEEZHUSSAIN .T** and supervision of **Mrs. ASIA.P** Head of Department of Computer Application, Safa College of Arts & Science and that, to the best of my knowledge and belief, it contains no material previously published or written by another person nor material which has been accepted for the award of any other degree or diploma of the university or other institute of higher learning, except where due acknowledgement has been made in the text.

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### **Acknowledgement**

The success of the project depends upon the effort invested. At this pleasurable moment of having successfully completed our project. It's our duty to acknowledge and thank the individuals who have contributed to the successful completion of the project.

I wish to express our heartfelt gratitude to **Mr. HANEEZ HUSSAIN. T, SAFACOLLEGE OF ARTS AND SCIENCE** for his encouragement and inspiring guidance throughout the preparation of the project.

I express our deep sense of gratitude and sincere thanks to the head of department **Mrs.**

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I also thankful to our department faculties for their continuous motivation for the successful completion of our project.

I wish to express our love and respect to our parents, for their support, contribution and encouragement which helped us a lot to complete the project successfully.

I am very thankful to our friends for their support and contribution to complete this project successfully.

## **Abstract**

In today's world, security is a big concern, especially when it comes to systems that affect our safety. One such system is **Electronic voting**, which aims to make voting easier, safer, and more accessible. However, there are challenges in making sure these systems meet all the required standards for security and fairness, which has slowed their use.

**Blockchain technology**, known for being secure and decentralized, could be a solution. It works by creating transparent and tamper-proof records, which means that once something is recorded, it can't be easily changed or faked. This makes it a good choice for improving electronic voting, ensuring that votes are accurate and secure.

To make the voting system even more secure, **Facial Recognition technology** is used to verify voters' identities and ensure their votes are recorded correctly. Once voting is complete, the results are cleared, and the final list of nominees is published. This blockchain-based voting system is designed to improve election security, cut down on costs, and make the process more trustworthy. The paper also includes a case study of a national election, showing how blockchain can change the way elections are done and make them safer and more reliable for democracy.

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## INTRODUCTION

In today's world, security is a big concern, especially when it comes to systems that affect our safety. One such system is **Electronic voting**, which aims to make voting easier, safer, and more accessible. However, there are challenges in making sure these systems meet all the required standards for security and fairness, which has slowed their use.

**Blockchain technology**, known for being secure and decentralized, could be a solution. It works by creating transparent and tamper-proof records, which means that once something is recorded, it can't be easily changed or faked. This makes it a good choice for improving electronic voting, ensuring that votes are accurate and secure.

To make the voting system even more secure, **Facial Recognition technology** is used to verify voters' identities and ensure their votes are recorded correctly. Once voting is complete, the results are cleared, and the final list of nominees is published. This blockchain-based voting system is designed to improve election security, cut down on costs, and make the process more trustworthy. The paper also includes a case study of a national election, showing how blockchain can change the way elections are done and make them safer and more reliable for democracy.

## **SYSTEM ANALYSIS**

System study is done in order to understand the problem and emphasize what is needed from the system. The information requirements of the user for their competitive world require such a system. The various techniques used in this phase are Observations, Interviews and Discussions. A complete understanding of software requirements is essential to the success of a software development effort. System Analysis refers to an orderly structured process for identifying and solving problems using a computer. It is the most essential part of the project development. It is the process of gathering and interpreting facts, diagnosing problems and using the information to recommend improvements to the system. Training, experience and common sense are required for the collection of the information needed to do the analysis.

## **EXISTING SYSTEM**

### **1. Voting Methods**

Elections are typically held in person, with voting done through paper ballots.

### **Campaigning**

Candidates promote themselves through speeches, posters, social media campaigns, and direct interactions with students to gain support.

### **3. Nomination Process**

The process for nominating candidates is often unclear and slow, leading to confusion.

### **4. Election Oversight**

A student election commission or a designated committee monitors the election to ensure it runs fairly and according to established rules.

## **DRAWBACKS OF THE EXISTING SYSTEM**

### **1. Manual Errors**

In the case of paper ballots, mistakes in counting or tallying votes can occur, leading to inaccuracies.

### **2. Accessibility Issues**

In-person voting may be difficult for students with busy schedules, disabilities, or those off-campus during election time.

### **3. Nomination Process**

The process for nominating candidates is unclear and slow, which leads to confusion and delays.

### **4. Weak Voter Verification**

The methods used to confirm voters' identities aren't strong enough, allowing people who shouldn't vote to do so, which hurts fairness.

## **PROPOSED SYSTEM**

### **1. Tamper-Resistant**

Uses a safe and secure digital system (called blockchain) to make sure that votes can't be changed or messed with.

### **2. Clear Candidate Nomination Process**

A transparent and simple system for nominating candidates in elections. **3. Better Voter Verification**

Uses facial recognition technology to confirm that only eligible voters are allowed to vote, ensuring fairness.

### **4. Transparency and Accountability**

The final candidate list is public, and results are announced on time, building trust. **5. Better Accessibility and Inclusion**

The system is secure and easy to use, making elections fairer and more inclusive.

## **MODULE DESCRIPTION**

### **Main Modules: -**

- ADMIN
- SUBADMIN
- ELECTION COORDINATOR
- STUDENT
- BLOCKCHAIN

- FACE RECOGNITION

**ADMIN:**

- Department management
- Course Management
- Sub Admin management
- Fix Election Date
- Assign Election coordinator
- View Nominees
- View Students and Staff
- View Complaints and Reply
- Publish Result
- Change Password

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**SUBADMIN: -**

- View Profile
- Student management
- Staff Management
- View Election
- View Nominee
- Scrutiny Process
- View Result
- Change Password

**ELECTION COORDINATOR: -**

- View Profile

- Update Election Status
- View nominees and verify . Create block chain and its nodes . View Voting results
- Send Result to Admin . Change Password

### **STUDENT: -**

- View Profile
- View Election
- Send Nomination
- View Nomination
- Send Complaints and view Reply . Voting using block chain .
- View Result
- Change Password

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### **BLOCKCHAIN: -**

1. Series of Records: A blockchain is a list of data records, each with a time stamp.
2. Immutable: Once data is added, it can't be changed or erased.
3. Managed by Multiple Computers: Many computers work together to manage the blockchain, and no single entity owns it.
4. Secure Connections: Each data block is securely linked to the next one using special encryption methods (cryptography).

### **FACE RECOGNITION: -**

#### **1. OpenCV**

Description: An open-source computer vision library that includes tools for image processing and facial recognition.

Key Functions:

Face Detection: Uses pre-trained classifiers (e.g., Haar cascades) for detecting faces.  
Face Alignment: Provides functions for image transformation and alignment.

#### **2. Dlib**

Description: A C++ library with Python bindings, known for its robust facial landmark detection and recognition capabilities.

Key Functions:

Face Detection: Uses the Histogram of Oriented Gradients (HOG) and CNN-based methods. Face Landmark Detection: Provides accurate facial landmark points for alignment. Feature Extraction: Extracts 128-dimensional face descriptors for recognition.

### **3.Face\_recognition**

Description: A Python library built on top of dlib, providing simple APIs for face recognition tasks. Key Functions:

Face Detection: Detects and locates faces in images.

Face Landmark Detection: Finds facial landmarks.

Feature Extraction: Generates face encodings.

Face Matching: Compares face encodings for recognition.

### **4.TensorFlow/Keras**

Description: Deep learning libraries that can be used to build custom facial recognition models or leverage pre-trained models.

Key Functions:

Model Building: Design and train custom convolutional neural networks (CNNs) for facial recognition.

Transfer Learning: Use pre-trained models (e.g., MobileNet, Inception) fine-tuned for facial recognition tasks.

## **FEASIBILITY STUDY**

A feasibility study is a preliminary study undertaken to determine and document a project's viability. The results of this study are used to make a decision whether to proceed with the project. If it indeed leads to a project being approved, it will - before the real work of the proposed project starts - be used to ascertain the likelihood of the project's success. It is an analysis of possible alternative solutions to a problem and a recommendation on the best alternative. It, for example, can decide whether an order processing be carried out by a new system more efficiently than the previous one. The feasibility study proposes one or more conceptual solutions to the problem set for the project. The conceptual solution gives an idea of what the new system will look like. They define what will be done on the computer and what will remain manual. It also indicates what input will be needed by the system and what outputs will be produced.

These solutions should be proven feasible, and a preferred solution is accepted.

### **1. Technical Feasibility**

The proposed system is technically feasible. Because this system is basically developed using Python and Android, for which the development kit is easily available and free of cost. This involves questions such as whether the technology needed for the system exists, how difficult it will be to build, and whether the firm has enough experience using that technology.

## **2. Economic Feasibility**

This project is economically feasible. Because there is no need for any external equipment to run or work the project. This system is cost effective as well as time effective, thereby making it economically feasible.

## **3. Operational Feasibility**

The project is operationally feasible because, Operational feasibility is a measure of how well a proposed system solves the problems. This reviews the willingness of the organization to support the proposed system.

# **SOFTWARE ENGINEERING PARADIGM**

The software engineering paradigm which is also referred to as a software process model or Software Development Life Cycle (SDLC) model is the development strategy that encompasses the process, methods, and tools. SDLC describes the period that starts with the software system being conceptualized.

## **AGILE MODEL**

The Agile methodology is a project management approach that involves breaking the project into phases and emphasizing continuous collaboration and improvement. Teams follow a cycle of planning, executing, and evaluating.



## ADVANTAGES

1. Software is produced early in the software life cycle.
2. Risk handling is one of important advantages of the agile model, it is best Development model to follow due to the risk analysis and risk handling at The whole phase.
3. It is good for large and complex projects.
4. Strong approval and documentation control.
5. Break down the project into multiple, manageable units.

In this project we used agile model for mainly handling the risks when the project is done. Due to this model, we can complete every single unit fully. This is a simple and advanced model in software development. It is very effective in the case of large and complicated projects.

## **SYSTEM REQUIREMENTS SPECIFICATION**

### **System Specification**

Hardware and software requirements for the installation and smooth functioning of this product could be configured based on the requirements needed by the component of the operating environment that works as front-end system here we suggest minimum configuration for both hardware and software components. Working off with this software is requirements concrete on system environments. It includes two phases.

- Hardware Specification
- Software Specification

### **Hardware Requirements**

- Processor : **Intel Pentium Core i3 and above, 64 bits** • System Bus : 32Bit or 64Bit
- RAM : **4GB RAM and above** • Storage : 320 GB hard disk and above • Monitor : VGA Color Monitor • Keyboard : Windows compatible • Mouse : Windows compatible

### **Software Requirements**

- Operating System : Windows 10 Any 32 bit or 64-bit platform
- Front End : **HTML, CSS, JAVASCRIPT, BOOTSTRAP**
- Back End : **Mysql**
  - IDE used : **Jetbrains Pycharm, Android studio**

- Technology used : **PYTHON,FLUTTER**

## **SYSTEM DESIGN**

System design is the first in the development phase for many engineered products or system. It may define the process of applying various techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization. This phase is the first step in moving from the problem domain to the solution domain. It is an iterative process through which requirements are transmitted into —blue print— for constructing the software initially. Blueprint depicts holistic new software. Some properties for the system design are:

- Verifiability
- Completeness
- Efficiency
- Traceability

### **1. Input Design**

The decisions made during the input design are:

- To provide cost effective method of input
- To achieve the highest possible level of accuracy

Input design is the process of converting user-designated inputs to a computerized format. The input data are collected and organized in to groups of similar data.

### **2. Output Design**

Output design generally refers to the results and information that are generated by the system. The results are of in interactive mode. A common user can also use the application. In output design the emphasis is given to the design of the hard copy and a soft copy of the information needed for the user.

### **3. Database Design**

Database design is the process of producing a detailed data model of a database. This logical data model contains all the needed logical and physical design choices and physical storageparameters needed to generate a design in a data definition language, which can thenbeusedto create a database. The term database design can be used to describe many different partsofthe design of an overall database system. Principally, and most correctly, it can be thought ofas the logical design of the base data structures used to store the data. In the relational model these are the tables and views. In an object database the entities and relationships mapdirectlyto object classes and named relationships. However, the term database design couldalsobeused to apply to the overall process of designing, not just the base data structures, but alsotheforms and queries used as part of the overall database application within the databasemanagement system. The process of doing database design generally consists of a number ofsteps which will be carried out by the database designer. Usually, the designer must: Determine the relationships between the different data elements and superimpose a logical structure upon the data on the basis of these relationships.

### **Normalization**

Normalization is the process of decomposing a set of relations with anomalies to producesmaller and well-structured relations that contain minimum redundancy. It is a formal processof deciding which attributes should be grouped together in a relation.

## **First Normal Form**

First Normal form (1NF) is now considered to be part of the formal definition of relational model. 1NF is designed to disallow multivalve attribute, composite attributes, and their combinations. It states that the domain of an attribute must include only atomic values. A domain is atomic, if elements of the domain are considered to be indivisible units. We say that a relational schema R is in 1NF if the domain of all attributes of R ‘is atomic.

## **Second Normal Form**

The second Normal form (2NF) is based on the concept of functional dependency. A relation R is in 2NF if it is in 1NF, and every non key attribute A of R is fully dependent on the primary key. That is, relation is said to be in 2NF if each attribute An in R meets one of the following criteria:

- (a) It appears in the primary key.
- (b) It is fully functionally dependent on the primary key.

The tables designed in the proposed system contain a primary key for uniquely identifying each user.

## **Third Normal Form**

Third Normal form (3NF) is based on the concept of transitive dependency. A relation is said to be in 3NF if it is in 2NF and has no transitive dependencies. That is all the nonkey attributes should be functionally determined by the primary key. In the proposed system all attributes of tables are fully depends on the primary key only that is all non-key attributes are mutually independent.

## **TABLES**

A database is a collection of interrelated data stores with minimum redundancy to serve many users quickly and efficiently. The general objectives are to make information access easy, quick, inexpensive and flexible for the user. In a database environment, common data is available in which several users can use. The concept behind a database is an integrated collection of data and provides a centralized access to the data from the program. The following tables are used in this project.

## Login table

Column Name	Data Type	Length	Default	PK?	Not Null?	Unsigned?	Auto Incr?	Zerofill?	On Update
id	int	11		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
username	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
password	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
type	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Student

Column Name	Data Type	Length	Default	PK?	Not Null?	Unsigned?	Auto Incr?	Zerofill?	On Update
id	int	11		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
student_name	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
email	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
contact	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
gender	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
photo	varchar	300		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
pin	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
place	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
post	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
city	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
state	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
status	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
COURSE_id	int	11		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOGIN_id	int	11		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
regno	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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## Staff

Column Name	Data Type	Length	Default	PK?	Not Null?	Unsigned?	Auto Incr?	Zerofill?	On Update
id	bigint	20		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
place	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
chairperson	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
details	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
branch	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
post	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
pin	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
district	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
since	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
photo	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOGIN_id	bigint	20		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Subadmin

<input type="checkbox"/>	Column Name	Data Type	Length	Default	PK?	Not Null?	Unsigned?	Auto Incr?	Zerofill?	On Update
<input type="checkbox"/>	id	int	11		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## Department

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<input type="checkbox"/>	department_name	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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## Course

<input type="checkbox"/>	Column Name	Data Type	Length	Default	PK?	Not Null?	Unsigned?	Auto Incr?	Zerofill?	On Update
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<input type="checkbox"/>	course	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	DEPARTMENT_id	int	11		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## Election

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<input type="checkbox"/>	nomineestatus	varchar	100		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>					<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Election coordinator

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<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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## Nominees

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## Rep & Sup

<input type="checkbox"/>	Column Name	Data Type	Length	Default	PK?	Not Null?	Unsigned?	Auto Incr?	Zerofill?	On Update
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<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Result



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## Scrutiny



## Complaint



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## ARCHITECTURE DIAGRAMS/DFD

Data flow diagram issued to define the flow of the system audits resources such as information. Data flow diagrams represent one of the most ingenious tools used for structured analysis. A Dataflow diagram or DFD as it is shortly called is also known as a bubble chart. It is the major starting point in the design phase that functionally decomposes the requirement specifications

down to the lowest level of details. In the normal convention, A Data flow diagram has four major symbols.

1. Square: This defines source or destination of data



2. Arrow: which shows data flow



3. Circle: which represent a process that transforms incoming data into outgoing flow



4. Open rectangle: which shows data store.



## DATA FLOW DIAGRAM









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**Level 1.3**



## **SYSTEM DEVELOPMENT**

System development is a series of operations to manipulate data to produce output from computer system. The principles activities performed during the development phase can be divided into two major related sequences:

- External system development

- internal system development

## CODING

A code is an ordered collection of symbols designed to provide unique identification of entity or an attribute. Code also shows interrelationship among different items. Codes are used to identify, access, sort, matching records. The code ensures that only one value of code with a single meaning is applied to give entity or attribute as described in various ways. **FRONT END:**

### Python – An Overview

Python is an interpreter, object-oriented, high-level programming language with dynamic semantics. Its high-level built-in data structures, combined with dynamic typing and dynamic binding, Python's simple, easy to learn syntax emphasizes readability and therefore reduces the

Debugging Python programs is easy: a bug or bad input will never cause a segmentation fault. Instead, when the interpreter discovers an error, it raises an exception. Python is meant to be an easily readable language.

## BACK END:

### MySQL Database

Microsoft SQL Server is a relational database management system developed by Microsoft. As a database server, it is a software product with the primary function of storing and retrieving data as requested by other software applications—which may run either on the same computer or on another computer across a network (including the Internet). Structured Query Language is a domain-specific language used in programming and designed for managing data held in a relational database management system (RDBMS), or

for stream processing in a relational data stream management system (RDSMS). The scope of SQL includes data insert, query, update and delete, schema creation and modification, and data access control. SQL commands are grouped into four major categories depending on their functionality.

- **Data Definition Language (DDL)**

These SQL commands are used for creating, modifying, and dropping the structure of database objects. The commands are CREATE, ALTER, DROP, RENAME and TRUNCATE.

- **Data Manipulation Language (DML)**

These SQL commands are used for storing, retrieving, modifying, and deleting data. These Data Manipulation Language commands are: SELECT, INSERT, DELETE AND UPDATE.

## **SYSTEM TESTING**

Testing is an important step in the software engineering process that could be either constructive or destructive. Testing is the process of executing a program with the intent of finding an error. A good test is one that has the probability to find an as yet undiscovered error. Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. **Testing Strategy:**

### **Unit Testing**

Unit testing focused verification efforts on the smallest unit of software design, the module. This is also

known as —module testing. The modules are tested separately. This testing is carried out during the programming stage itself. In this testing step each module is found to be working satisfactorily as regard to the expected output from the module.

## **Integration Testing**

The integration testing is a systematic testing for constructing the program's structure, while at the same time conducting tests to uncover errors associated within the interface. The objective is to take unit tested modules and build a program structure. All the modules are combined and tested as a whole. Here correction is difficult because the vast expenses of the entire program complicate the isolation of causes.

## **System Testing**

After performing the validation testing, the next step is output testing of the proposed systems since no system could be useful if it doesn't produce the required data in the specific format. The output displayed or generated by the system under consideration is tested.

## **IMPLEMENTATION**

Implementation is the stage of project, when theoretical design is turned into a working system. The most crucial stage is achieving a successful system and confidence that the new system will work effectively.

Implementation means converting a new or revised system design into an operational one.

There are several activities involved while implementing a project:

- Careful planning.
- Investigating the current system and its constraints on implementation.
- Design methods to achieve the changeover.
- Training of the staff in the changeover procedure and evaluation of change over

Method Implementation is the final stage, and it is an important phase. The first task in implementation

planning, which is deciding on methods to be adopted. After the system was implemented successfully, training of the user was one of the most important sub tasks of the developer.

## **APPENDIX**

### **WEB APPLICATION SCREEN SAMPLES**





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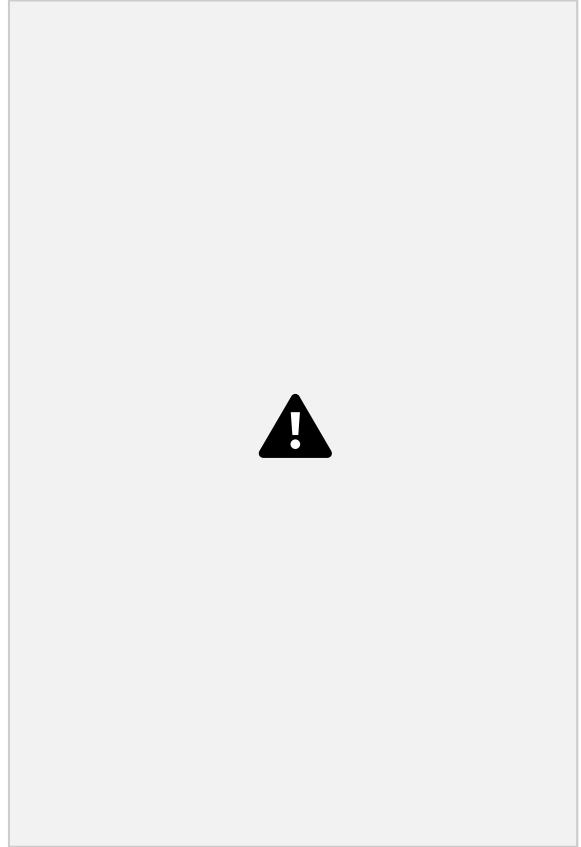






## ANDROID APPLICATION SCREENSAMPLE







## **FUTURE ENHANCEMENT**

Technology is updating day by day so it sure that we add more features or enhancesoftware and user experience. There are some ideas which we had in our mindbutcouldn't do (required more hardwires).

Multi-Factor Authentication: Combine facial recognition with additional verificationmethods like OTPs or biometrics.

AI to Spot Fraud: Use AI to find any suspicious voting behavior or fraud.

Voter Privacy: Give voters more control over their personal data with secureidentitysystems.

Multi-Type Election: Add Parliamentary-Type Election and Presidential-TypeElection.

## **CONCLUSION**

In conclusion, The proposed blockchain-based electronic voting system addresses key challenges of traditional voting, particularly in security, accessibility, and fairness. By leveraging blockchain's tamper-proof records and transparency, the system ensures that votes cannot be altered or manipulated. The integration of facial recognition technology strengthens voter verification, ensuring that only eligible voters can cast their ballots, preventing fraud. Additionally, the clear and transparent candidate nomination process reduces confusion and delays, promoting fairness in the election procedure.

The system's accessibility features make it easier for all students, including those with disabilities or off-campus, to vote. This ensures a more democratic and fair election process. By implementing this system, the election process would be faster, more trustworthy, and cost-effective. Blockchain technology could transform elections worldwide by providing a secure and transparent way to vote.

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