**DIMINUTIVE CODED -REFERENDUM SYSTEM USING C#**

*Submitted by*

**K PRAVEEN SAGAR 21K81A05G5**

*In partial fulfillment of the requirements for the award of the degree*

*of*

**Bachelor of Technology**

*in*

**SCIENCE AND HUMANITIES**

**Under The Guidance Of**

Mr. Nagaraj Rathod

Assistant Professor

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

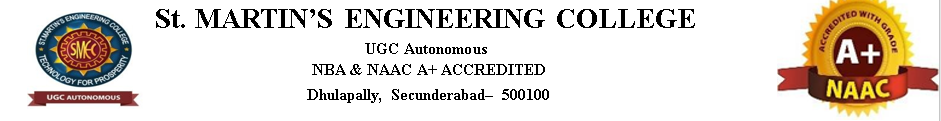


**St. Martin’s Engineering College**

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Dhulapally, Near Kompally, Secunderabad – 500 100

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**DECLARATION**

We, the students of ‘**Bachelor of Technology in Department of Computer Science** &**Engineering**’, session: **2021 – 2022, St.Martin’s Engineering College Dhulapally**, **Kompally, Secunderabad,** hereby declare that the work presented in this Project Work entitled **Diminutive Coded-Referendum System Using C#** is the outcome of our own bonafide work and is correct to the best of our knowledge and this work has been undertaken taking care of Engineering Ethics . This result embodied in this project report has not been submitted in any university for award of any degree.

K. PRAVEEN SAGAR 21K81A05G5

MEHUL BHATI 21K81A05G9

S. MOUSHMI MANASA 21K81A05J8

Y. HARSHA RAJKUMAR 21K81A05K4

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**CERTIFICATE**

This is to certify that the project entitled ‘**DIMINUTIVE CODED-REFERENDUM SYSTEM USING C#**’ is being submitted by **K.PRAVEEN SAGAR 21K8105G5**  in fulfillment of the requirement for the award of degree of **BACHELOR IN Computer Science Engineering** is recorded of bonafide work carried out by them. The result is embodied in this report have been verified and found satisfactory.

**Guide Signature Head of the Department**

**Mr. Nagraj Rathod Dr. Ranadheer Reddy**

**Internal Examiner External Examiner**

**ACKNOWLEDGEMENT**

The satisfaction and euphoria that accompanies the successful completion of any task would be incomplete without the mention of the people who made it possible and whose encouragement and guidance have crowded our efforts with success.

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K. PRAVEEN SAGAR 21K81A05G5

**ABSTRACT**

Online Voting System has been used in varying forms since the starting of 21st

century. For political purpose and other crucial purposes, they are effectively designed using

Block chain technology, MATLAB and other technologies so that there would be less

probabilities for tampering votes etc., which gives both macro scale utility and security. But it

also has disadvantages when use for micro purposes or polling between small groups i.e., it

requires large systems etc. In this paper we are presenting how can we make the small size

polling to be executed in a smooth way using C language with providing utilities like deleting

votes, banning voter id’s and also for event polling, without any large system installations.

We are providing a password security for admin to monitor the polling and declare the

people’s choice.

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**INTRODUCTION**

Diminutive coded-referendum system, when simply put it is a computer-based voting system using c language, main aim of this object is to develop an offline application like e-voting system, mainly for colleges or in offices where a limited number of people are tending to take decisions by voting. This project mainly focuses on the working of a voting system using a simple language, which can be used for limited number of people, at the same time providing the security and preventing tampering of votes. As we all know decisions taken by voting are the best decisions in any group, community, college. At present there are many software, websites, applications for voting system which made the voting easy and online. But as many of them are official sources or applications or expensive which normal people cannot access easily and some software require extra equipment for data storage etc. which are really helpful for macro scale voting, but in situations where there are limited number of people and decisions are to be taken within a short period of time then the above mentioned applications seem pretty useless and unworthy because of their cost, extra work etc. so this project solves this problem by using simple voting management program using c language providing both easy completion of task and security preferences , especially in cases where small groups , staff, to decide what events to be conducted in college by students interests etc. where only roughly a 500 people or less are involved, this project makes easy for them to conduct polls.

**2.LITERATURE REVIEW**

From the time it takes to the current technological development, there are online voting systems. That was clarified in this document. Develop voting plans to make more efficient voting services available with ICT resources than traditional paper-based voting methods. Voters regard themselves as consumers and it is expected that the government will make the voting business more convenient. In the past decade, various forms of electronic voting, especially as additional methods of voting for remote voting, political parties, candidates, the electoral administration, and most importantly to improve the efficiency and promise of the democratic process to the electorate have attracted considerable attention.

It allows voters to access the public algorithm and parameters to confirm their turnout.

Three types of voting systems exist:

1. System of paper voting

The paper voting system is the most common system for voting. Before the electronic voting system is implemented, it will be used. The system of paper ballet includes paper and sealed ballet. Each voter uses and does not share one ballot. This system's disadvantages are i) the time it takes;

ii) the speed is low.[16]

1. Electronic voting system

Electronic voting systems are electronic voting devices. A voting machine that uses an electronic voting machine to allow voters to pass on their secret ballots. The inconvenience is I poor computer science individuals cannot vote correctly, (ii) safety threats sensitive, (iii) electricity consumption at polling stations; and (iv) costs.

1. Online voting system

A new platform for secure votes and voting is the online voting system. Online voting systems are a web-based voting system, which transmits votes via a web browser over the internet. Voters from all over the world are eligible to vote online.

Security issues arising from online voting are as follows: In general applications, password protection is high and phishing attacks are not the focus of the application. Website users are not protected efficiently from phishing.

The key proposal for ensuring a secure online polling protocol to meet privacy, anonymity, eligibility, equity, verification, and unique online voting safety requirements

To achieve reliability, eligibility, transparency, accuracy, and uniqueness of the e-vote system, two milliard Aires couples have created secure online voting for identities based on cryptographic algorithms.

A secure, end-to-end verifiable, Identity-based blind signature Internet voting system: IEEE, newspapers, 2020; This document has been amended Early vote, elliptical curve cryptography, verifiable end-to-end digital signature, Internet vote system. Batch venerability. Functional digital signature used by the BLS short signature system to protect voting against any changes anonymously to issue a blank ballot to voters. Future of voting: Specifications and feasibility study of verifiable Internet vote from end to end.

Phish-haven-An Efficiency Real-Time AI Phishing URLs Detection System: IEEE, newspapers, 2020; This article changed phishing URLs generated by AI, machine learning, phishing URLs created by people, lexical features, multi- threads, HTML URL encoding. Extracts web page content which is therefore ineffective in computation. Non- proactive method Needs source codes or the website's entire website content. The use of multiple threading technologies on an input unit and output unit may be further enhanced by the incorporation of unattended learning.

SeVEP: Electronic polling system secure and verifiable: 2019 IEEE, journals, Authentication modified, efficiency, electronic polling, malware, security, compliance. Authentication, electronic polling process has resource allocation polling system. Developing a working SeVEP prototype and assessing its scalability and usability for real-world use.[13]

Towards Developing a Secure and Robust Solution for E-Voting using Block-chain: 2019 IEEE, Spring, this paper modified coercion resistance problem, Blockchain, Online Voting process, Developing a Secure Solution for online Election process information and To solve coercion resistance problem to solve using cryptographic algorithms.[18]

End to End Verifiable Electronic Voting System for Shareholders: IEEE 2019, newspaper, this article amended electronic vote, voting by shareholders, verification end-to- end, zero evidence of knowledge, Decision Diffuse the assumption by Hellman, safety evidence and verifiable electoral process. More generally, voters can leave and

leave dynamically within calculation periods if using a smartphone.

**EXISTING SYSTEM**

In current voting system, voting is done manually i.e. paper ballots,e-voting system, online voting system etc. in which people have to wait in queues or should wait until the server is loaded and also have chance of tampering of votes , In e-voting system it is more efficient and secure but expensive also require big data bases even for mini or simple polls

In existing system voting is done only for electing candidates and a common man cannot use e-voting system without basic knowledge, by using the existing system none can conduct simple polls or domestic polls among colleagues, students, friends etc. The existing system is rather very costly with high efficiency or very cheap with low security and time consuming.

**PROPOSED SYSTEM**

In our project we are proposing not only small size polling utility. kind of polling for but also a different kind of polling for choosing what events or plane to be executed in colleges, offices, where every student and employee will have right to express their ideas. Provided with security using registered username and password for admin and voters and the admin can decide the winner by seeing result. Admin here can ban illegal voter id’s and can delete illegal votes. The sweep result is displayed as polling continues and voters can also see this and make sure before they vote. This system offers (1) can reduce or eliminate undesirable human errors, (2) in addition to its reliability, voting system does not need geographical proximity of voters which increase the number of participating voters, (3) saves a lot of time for voters and reduce a cost when counting the voted ballots. And it is very feasible and can be understood by common man easily.

**SYSTEM ANALYTICS AND DESIGN**

Before designing a voting system, a complete and detailed set of requirements must be developed. The design requirements for the online voting system are divided into 2 groups during this work: the general one and the system one. The general requirements of any voting system are complied with. The requirements of a system are, on the other hand, essential for the development of a developed system. System-specific requirements, on the other hand, are system-specific demands. Allow system requirements specific to the system:

1. simple and understandable

2. security and fair system

3. can be operated in any device i.e., computer, laptop, mobile.

4. low cost and reliable

5. keeps record pf every voting process

SYSTEM DESIGN The system has two modules such as:

* + admin module,
  + voter module and

The application requires the user to register with the username and password which can be found in code and then he becomes the admin

Admin then must initialize the new polling or continue previous polling by selecting the options and after initializing polling he should give the voters their registration id’s so that they can login and vote.

Admin can monitor the polls and only admin can monitor the polling. During the polling admin can ban id’s or delete illegal votes.

The voter module contains the login process and voting process, (1) the voter needs the login using the registration id’s given by admin and (2) can vote by selecting the options specified.

**REQUIREMENTS**

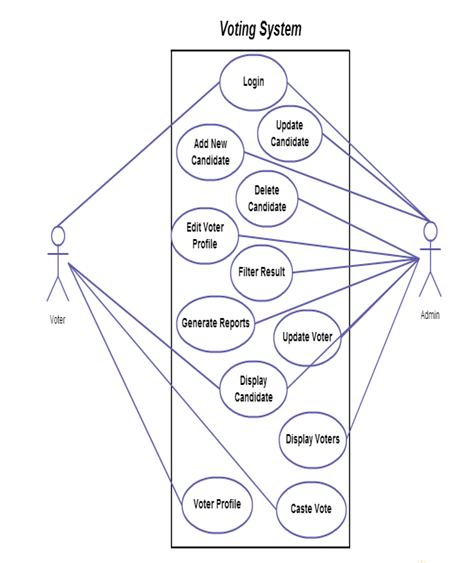
**Hardware requirements:**

1. **CPU : Intel Pentium(Dual core)**
2. **Motherboard : Asus motherboard**
3. **Memory : 2GB DDR2 667 MHz and 4GB Ram**
4. **Display : Samsung 20’’ wide-screen 1440x900px**

**Software Requirements:**

1. **Windows 7 professional(32bit)**
2. **Developmental language : C language with Visual studio (2021)**

**USE CASE DIAGRAMS**



**EXPERIMENTAL RESULTS Text

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**CONCLUSION**

The Diminutive coded referendum system using c# overcomes the restriction for easy access to the voting system by a common man for common or small purposes. This system offers more safety and takes a while. There is also no chance of voting fraud. There is a significant reduction in the money spent on security. This method aims primarily to provide full privacy to voters and to ensure that the online voting system is coordinated optimally. This system offers not only candidate elections but also event elections, it is reliable and cheap, and stores record of every record process. The system we proposed is user and admin friendly with security and most deliberately required features for common people.

**FUTURE ENHANCEMENT**

This project can be further developed into a web application or a website for polling and can provide the feature in which many users can vote simultaneously ,By usings graphics it can be made more attractive for common folks.

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