**EXPERIMENT 2**

**DATE:31/12/19**

**STAKE HOLDERS AND PROCESS MODELS**

* + Stakeholder and User Description
    - Identifying Stakeholders
    - User story
  + Identify the Appropriate Process Model
  + Arrive at a Problem Statement
  + Comparative Study with Agile

|  |  |  |
| --- | --- | --- |
| **End users** | **Developer teams** | **Authorities** |
| State-election commission | Government teams | Government |
| Citizens | Vendors | Investors |
| College students | Partners | A private licensed organisation |

**STAKEHOLDERS**

* State Election Commission
* Secretary of State
* State Elections Office
* State Procurement
* State Attorney General
* Legislature
* County election officials
* Municipal election officials
* Project Managers
* Voter advocacy groups
* Vendors
* Political parties
* Academic researchers
* Citizens
* Testing Authority/Lab
* Other

## The true cost of ownership of a voting system

Determining the cost of ownership of a voting system is not easy. The true cost is the cost to purchase or lease, operate, and maintain a voting system over its life span. It’s probably more than you think. It is probably more than you have in the budget. Contemporary pricing structure for voting systems may shift costs around – they may be front-loaded into the purchase, back-load, or deferred. They may shift costs of operation and maintenance of the system onto third-parties. Know how the vendor(s) plan to be profitable on this contract. Vendors need to make a profit on the sale of your system so that they will be around to maintain it after the sale. Know your options for leasing the system and determine the cost benefits of leasing compared to purchasing.

A potentially significant cost of acquiring a voting system is the cost to modify other systems within the elections space to accommodate a new (or modified) voting system. Make sure you evaluate the potential impact of a new voting system on all existing systems.

**User Story:**

I want a voting system with different scales so that I carry the elections out at national, state, and local levels.I want the voting system to be completely electronic and digitalized, so that it allows voters to register and vote online.I want a counter in the voting system so that it can provide normal prohibitions against one person voting more than once in any single election.I want an identity authentication in the voting system so that it can save the voter’s personal information and authenticate the legality of the voters.

**Arrive at the Problem Statement**

Online Voting are simple, attractive and ease to use. It reduces manual efforts and bulk of information can be handled easily. But out of all these features there are some drawbacks with this system are, there can be software failure issue, insecure access of internet and also voter should be familiar with internet.

**Comparative study with agile**

Nowadays agile software development is used in greater extend but for small organizations only, whereas MDA is suitable for large organizations but yet not standardized. In this paper the pros and cons of Model Driven Architecture (MDA) and Extreme programming have been discussed. As both of them have some limitations and cannot be used in both large scale and small scale organizations a new architecture has been proposed. In this model it is tried to opt the advantages and important values to overcome the limitations of both the software development procedures. In support to the proposed architecture the implementation of it on Online Polling System has been discussed and all the phases of software development have been explained.

|  |  |  |  |
| --- | --- | --- | --- |
| **Presentation (4)** | **Documentation (3)** | **Explanation (3)** | **Total (10)** |
|  |  |  |  |