**Decentralized Voting System**

1. **Design**

* There are two user defined data types created: *Voter* & *Candidate*
* **These are used in two mapping named:** 
  + *candidates*
    - This is public since the voters need candidate info.
    - Uses uint256 as key to allow access through integer values.
  + *registeredVoters*
    - This is private to prevent info of other voters to be accessible.
    - Uses voter address as key to easily identify voter through msg.sender
* **The following functions are implemented:**
  + *AddCandidate*
    - Takes candidate info as arguments.
    - Checks if msg.sender is equal to the contract owner address using require.
    - Uses *candidateCount* to set key in mapping.
  + *Register*
    - Takes voter info as arguments.
    - Uses msg.sender as mapping key.
    - Sets *registered* to true & *votePending* to true as default when registered