**A WEB-BASED E-VOTING APPLICATION FOR THE COMPUTER SCIENCE DEPARTMENT**

**ABSTRACT**

*Electronic voting (sometimes known as e-voting) is a type of voting in which votes are cast and counted via electronic methods. Voting is the mechanism through which individuals express their opinions and have the option of electing a leader of their choice to represent and handle the student's problems. Elections from the department are conducted manually and have been hampered by numerous electoral malpractices and hiccups. These include physical attacks on voters, result manipulation, and vote buying, not forgetting that the physical presence of the student is also required, among other things. These are sufficient grounds to demand the design of an electronic voting system, which will go a long way toward addressing the majority of these issues. The goal of the e-voting system is to reduce bottlenecks in the manual voting system, such as the lengthy registration procedure, superfluous transportation, election violence, and, eventually, the inconsistency of the votes. The proposed system will be built using modern technologies which are HTML, CSS, and JavaScript for the frontend development, while python (Django) will be the primary language for the backend programming, and Sqlite3 will be employed for the database technology, the combination of the above will help build a robust application to suit the ever-dynamic needs of the electoral process in the department.*