**KADUNA POLYTECHNIC**

**MOBILE BASED REALTIME E-VOTING APPLICATION FOR ELCOM COMPUTER SCIENCE KADUNA POLYTECHNIC**

**BY**

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**(CST20HND0120)**

**DEPARTMENT OF COMPUTER SCIENCE**

**SCHOOL OF APPLIED SCIENCE**

**COLLEGE OF SCIENCE AND TECHNOLOGY**

**KADUNA, NIGERIA**

**FEBRUARY, 2023**

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**THIS PROJECT IS SUBMITTED TO THE DEPARTMENT OF COMPUTER SCIENCE KADUNA POLYTECHNIC IN PARTIAL FULFILMENT OF THE REQUIREMENTS FOR THE AWARD OF HIGHER NATIONAL DIPLOMA IN COMUPTER SCIENCE**

**DEPARTMENT OF COMPUTER SCIENCE**

**SCHOOL OF APPLIED SCIENCE**

**COLLEGE OF SCIENCE AND TECHNOLOGY**

**KADUNA - NIGERIA**

**FEBRUARY, 2023**

**DECLARATION**

I hereby declare that the project has been conducted solely by me under the guidance of Mr. Micheal Izuegbu, department of **COMPUTER SCIENCE,** Kaduna Polytechnic, Kaduna and I have neither copied someone’s work nor has someone else done it for me. Authors whose works have been referred to in this project have been acknowledged.

Student Signature Phone Number Date

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**APPROVAL**

This is to certify that this is an original work undertaken by **Gift Ezinne Ikechukwu** CST20HND0120 and has been prepared in accordance with the regulations governing the preparation and presentation of projects at Kaduna Polytechnic.

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External Examiner

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**LIST OF ABBREVIATION**

**ABBREVIATION**

REVS - Real-time Electronic Voting System

SUG - Student Union Government

DRE - Direct Recording Electronics

ISEC - Independent Students Electoral Commission

**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 mobile based Realtime 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 flutter for its user interface (frontend) while Django will be used for the backend, 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*.