UE21CS352B - Object Oriented Analysis & Design using Java

Mini Project Report

"Election Database Management System"

Submitted by:

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6th Semester E Section

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1.SYNOPSIS:

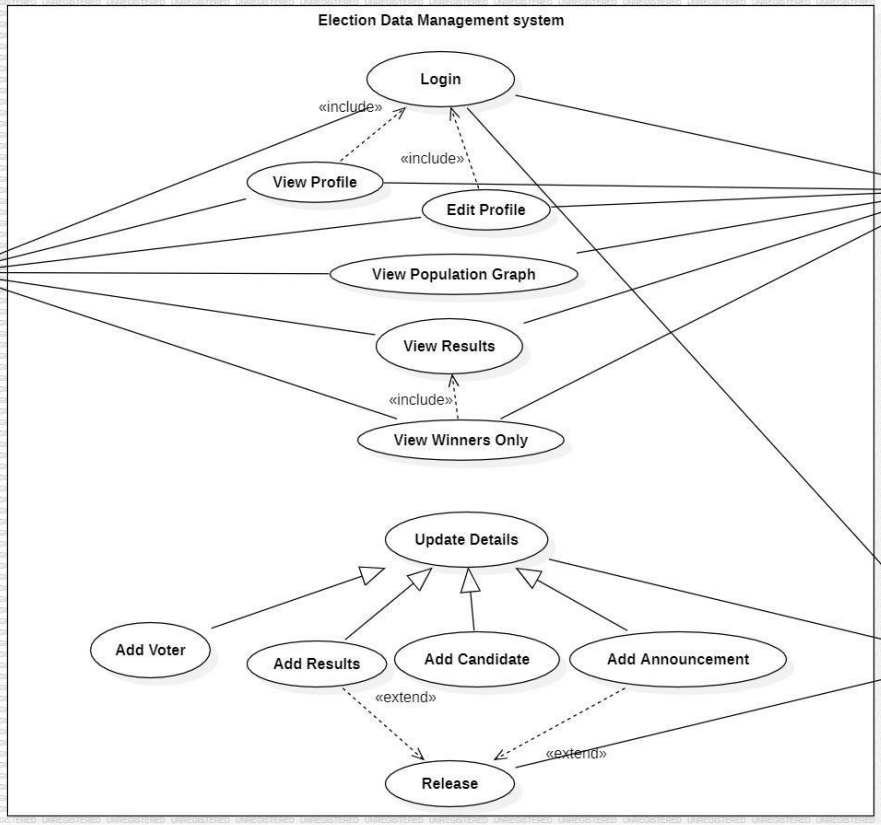
The Election Management System (EMS) is a web-based application designed to streamline electoral processes efficiently and transparently. Leveraging Java and the Spring Framework, the system offers a user-friendly interface for registration, voting, party and candidate exploration, and result tracking.

During registration, users provide their full name, username, and password to create accounts securely. Once registered, users can cast their votes, explore participating parties and candidates, and monitor election results.

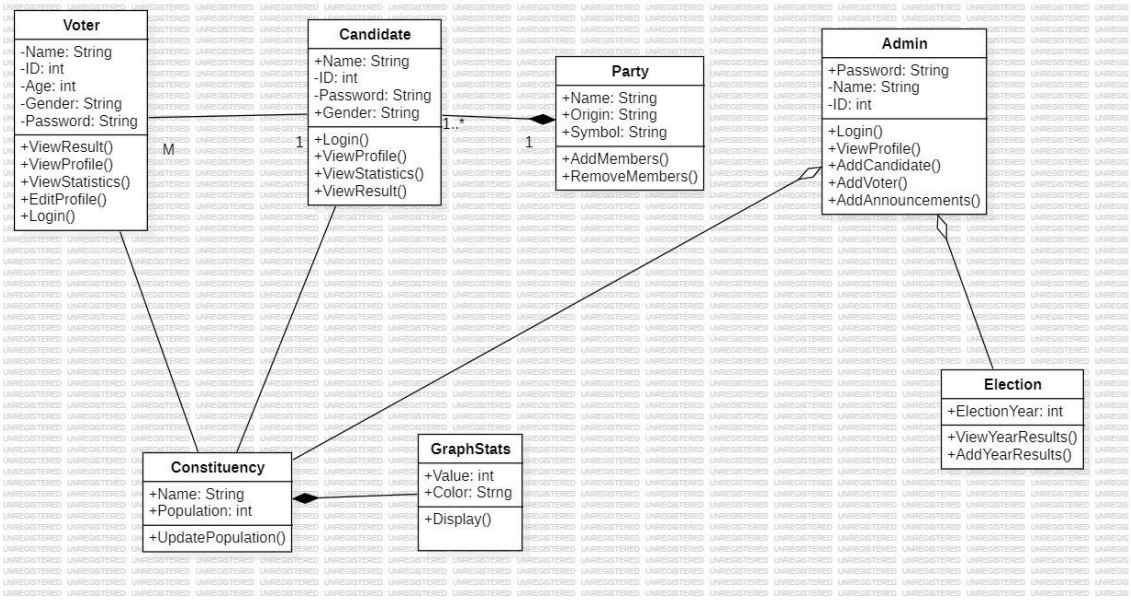
Administrators oversee the EMS, with the ability to appoint other administrators, initiate and conclude elections, and manage candidates and parties. The system prioritizes security, implementing authentication mechanisms for secure interactions.

Overall, the EMS is a concise, secure, and accessible platform for facilitating democratic processes using Java and the Spring Framework.

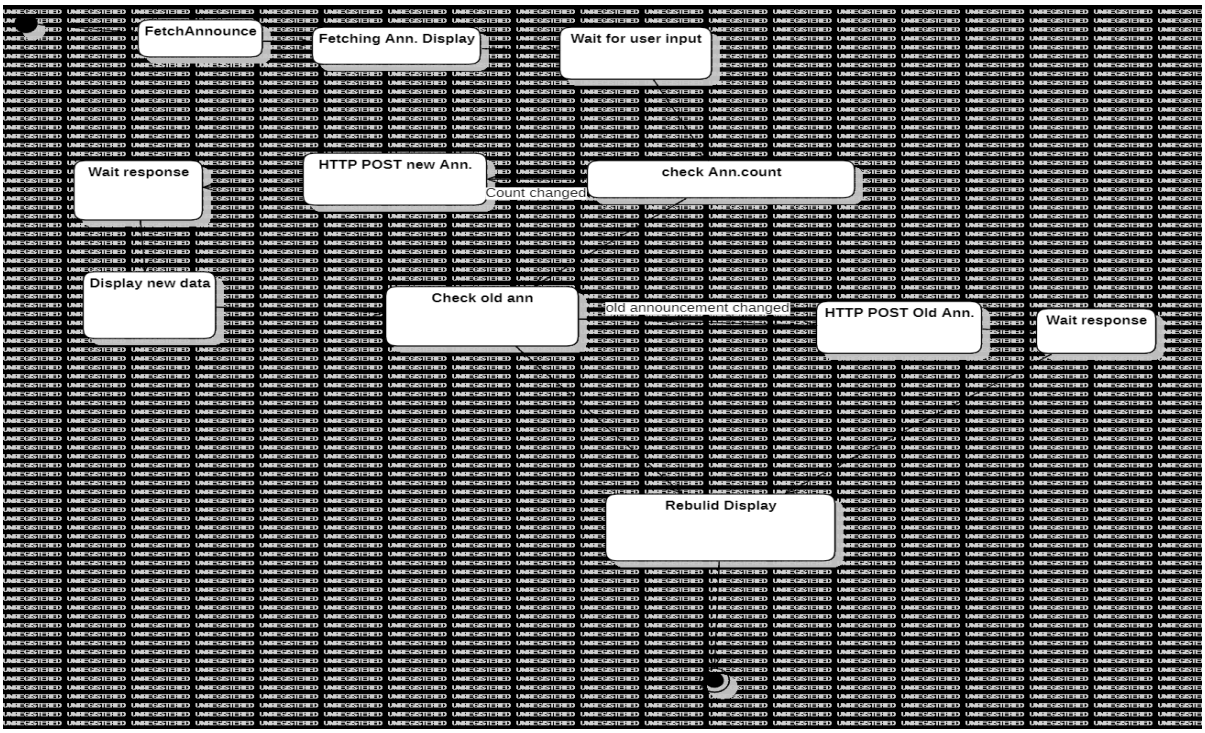
2. USE CASE DIAGRAM:

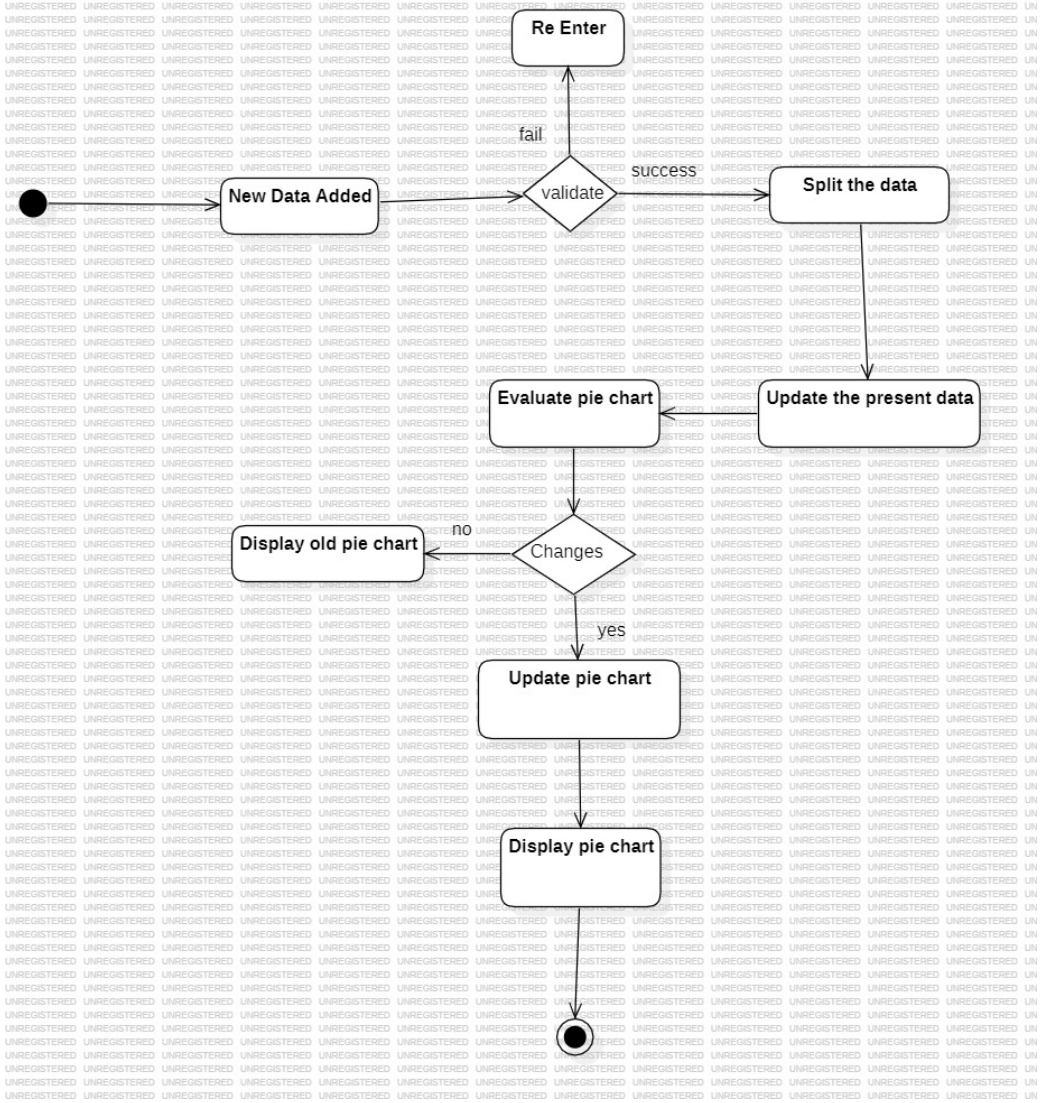


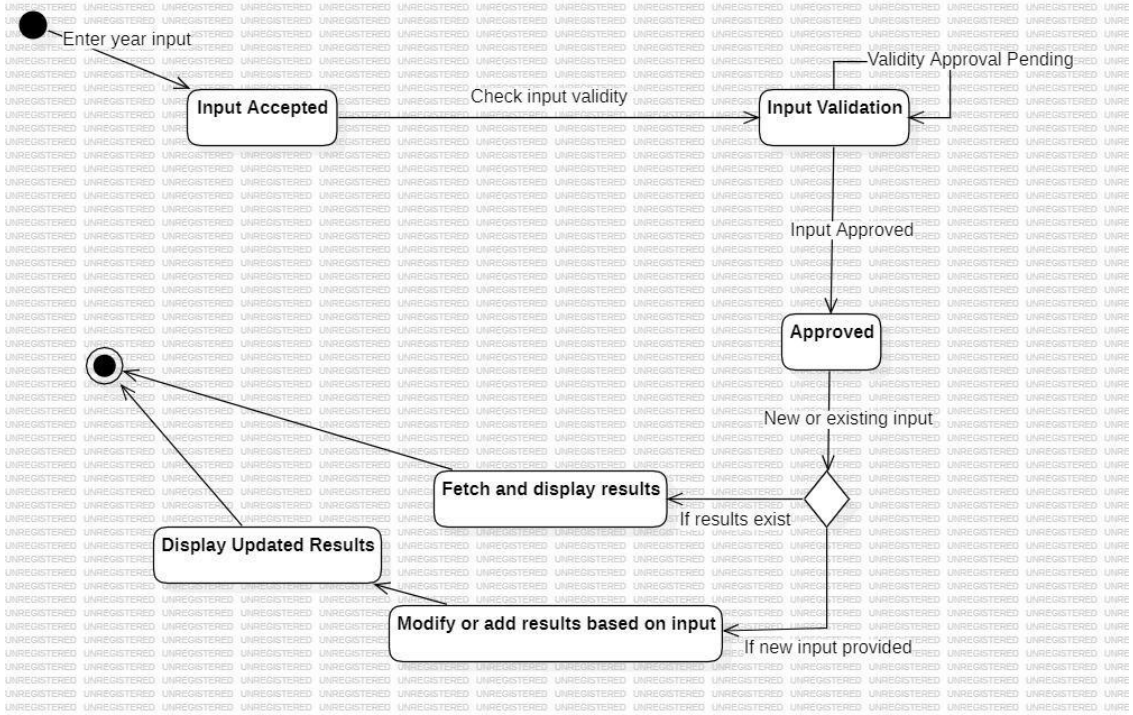
3. CLASS DIAGRAM:



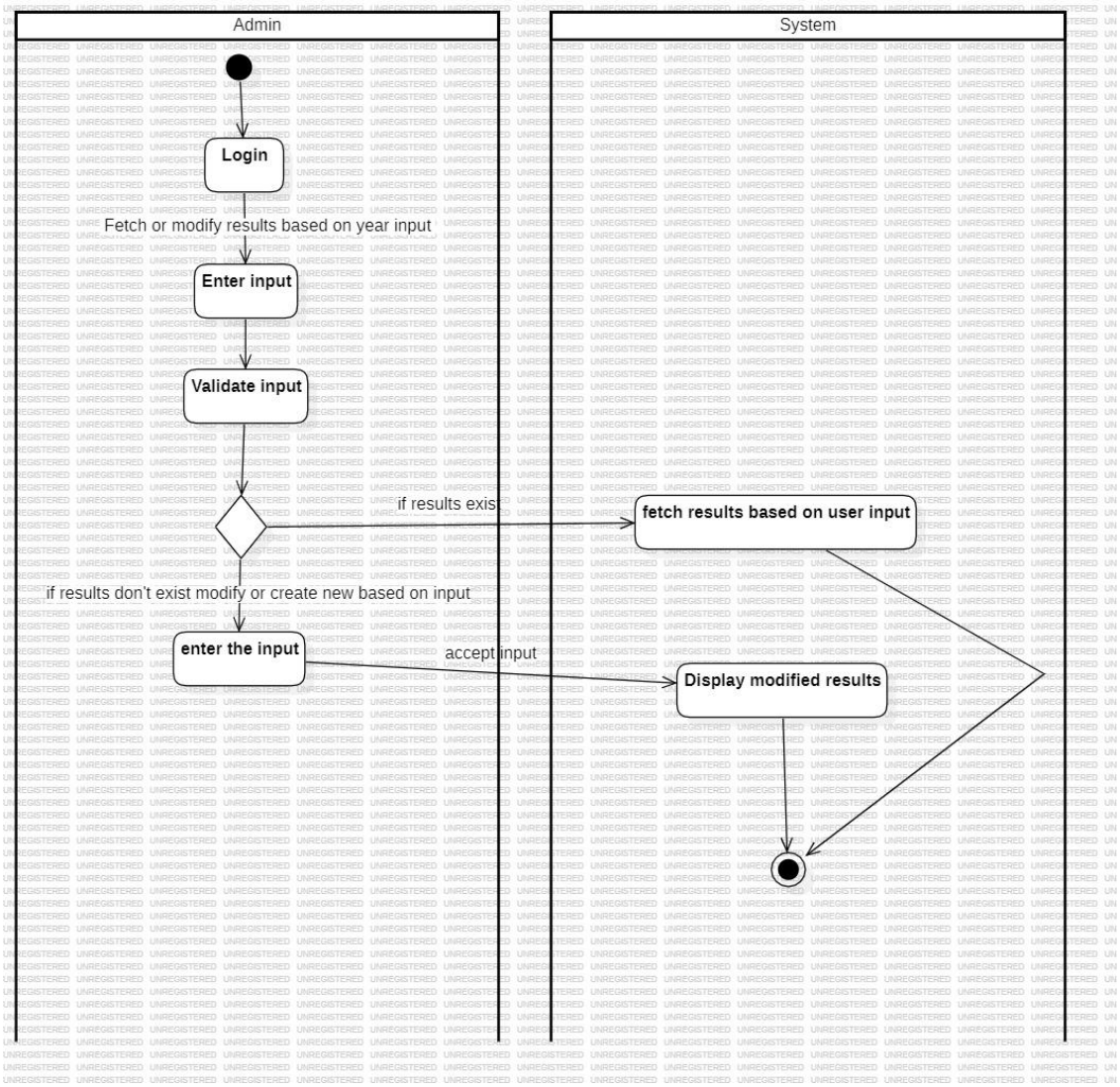
4. STATE DIAGRAM:

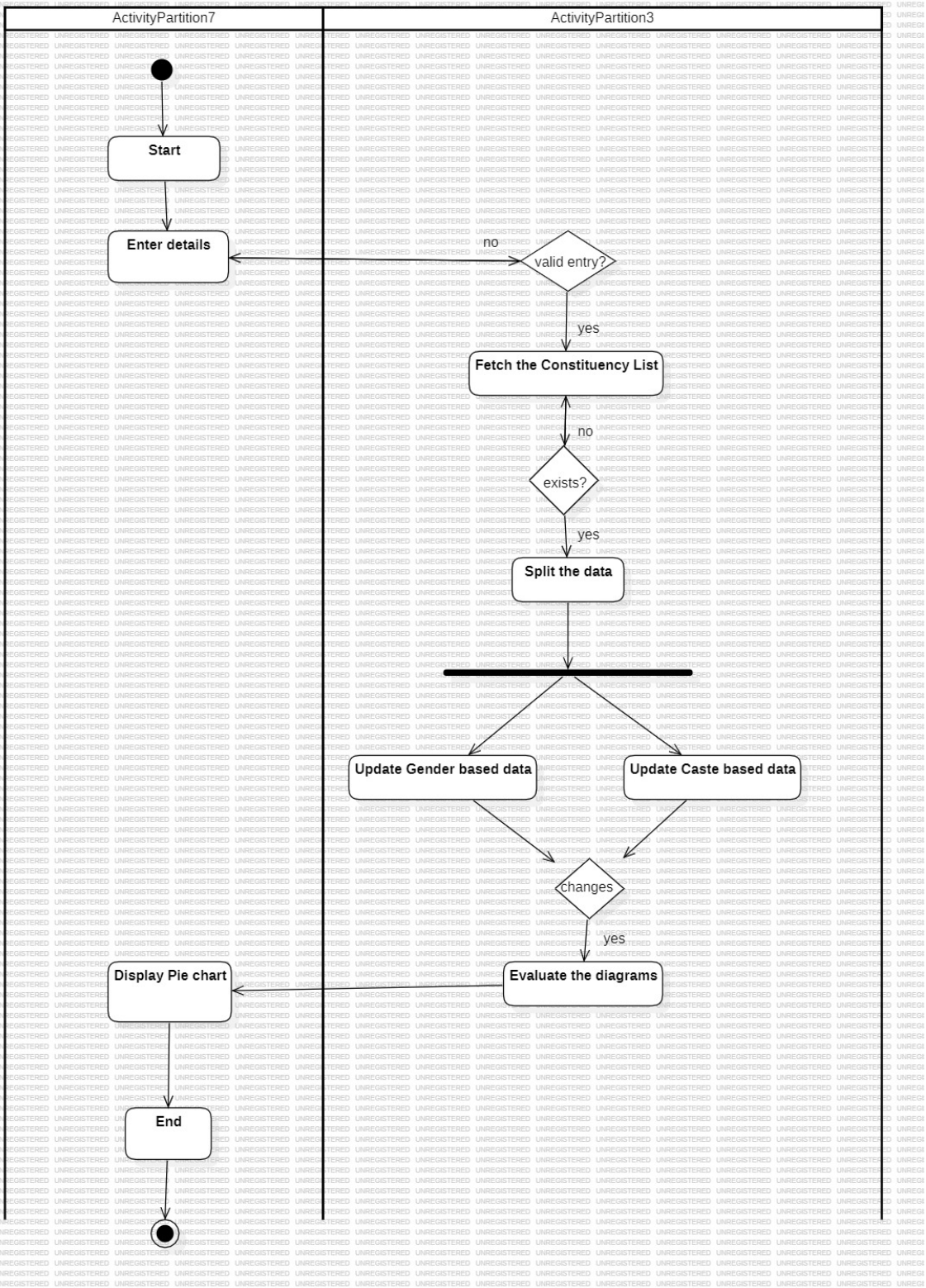



Re Enter
fail
validate
success
New Data Added
Split the data
Evaluate pie chart
Update the present data
no
Display old pie chart
Changes
yes
Update pie chart
Display pie chart

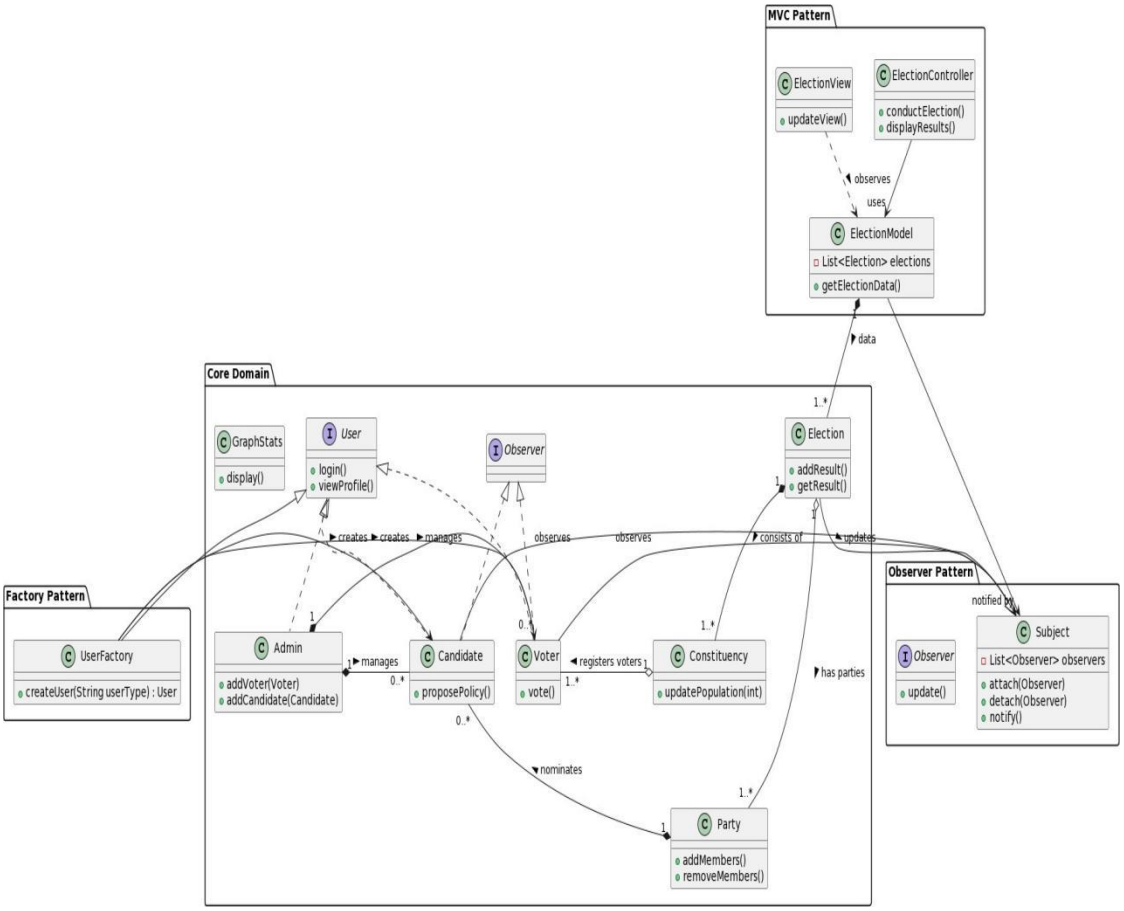

Enter year input
Input Accepted
Check input validity
Input Validation
Validity Approval Pending
Input Approved
Approved
New or existing input
Fetch and display results
If results exist
Display Updated Results
Modify or add results based on input
If new input provided

5. ACTIVITY DIAGRAM:




ActivityPartition7
ActivityPartition3
Start
Enter details
no
valid entry?
yes
Fetch the Constituency List
no
exists?
yes
Split the data
Update Gender based data
Update Caste based data
changes
yes
Display Pie chart
Evaluate the diagrams
End

6. CLASS DIAGRAM WITH MVC ARCHITECTURE:



7. DESIGN PATTERNS

1) Behavioral Pattern: Observer

The code implements the observer pattern by using ElectionEventPublisher to send messages through SimpMessagingTemplate. When publishElectionEvent is called, it notifies all subscribers to the "/topic/election" channel with the provided message, similar to observers reacting to a subject's state change.

ElectionEventPublisher.java

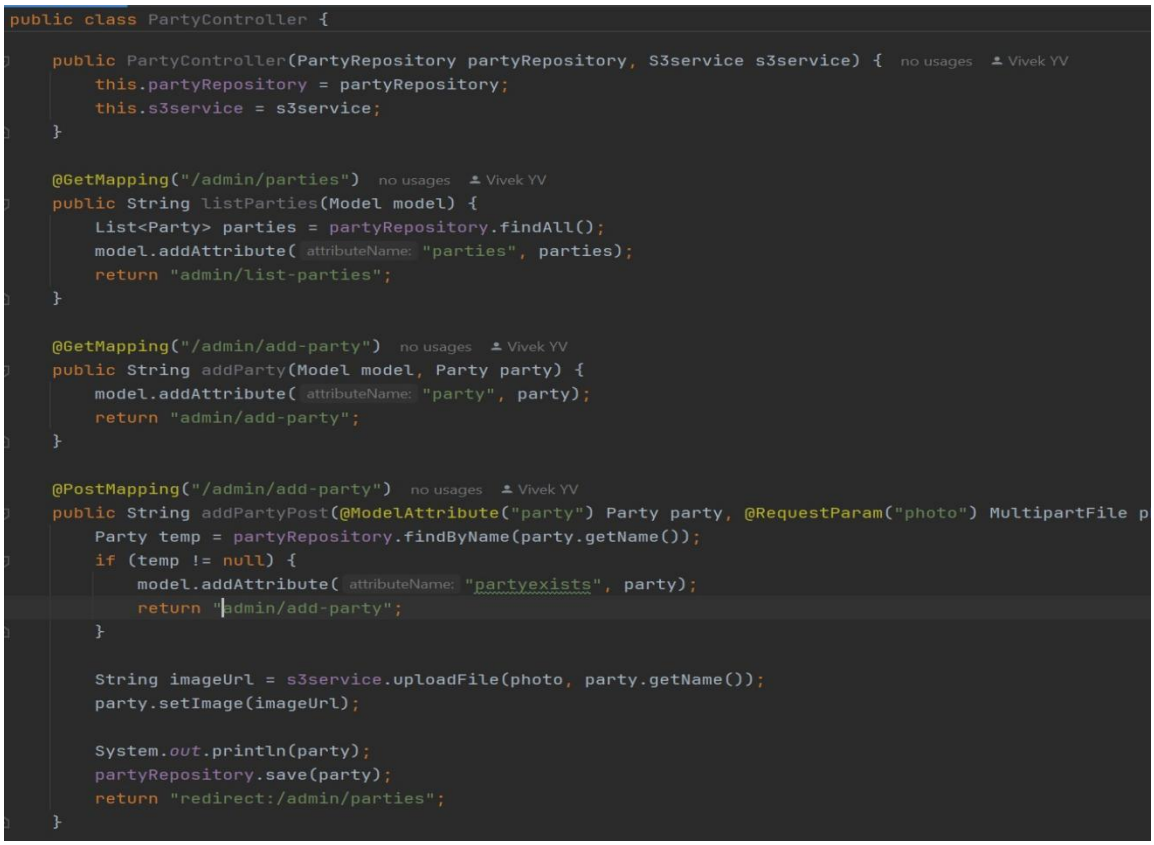
```java
package com.election.project.component;

import org.springframework.messaging.simp.SimpMessagingTemplate;
import org.springframework.stereotype.Component;

@Component 3 usages Vivek YV
public class ElectionEventPublisher {
    private final SimpMessagingTemplate template; 2 usages

    public ElectionEventPublisher(SimpMessagingTemplate template) { no usages Vivek YV
        this.template = template;
    }

    public void publishElectionEvent(String message) { 2 usages Vivek YV
        template.convertAndSend( destination: "/topic/election", message);
    }
}
```

```
<div class="container text-center mt-5">
    <div id="notifications" class="alert alert-success"></div>
    <script th:inline="javascript">
        var socket = new SockJS('/ws');
        var stompClient = Stomp.over(socket);

        stompClient.connect({}, function (frame) {
            stompClient.subscribe('/topic/election', function (notification) {
                var message = notification.body;
                document.getElementById('notifications').innerHTML += message;
            });
        });
    </script>
</div>
```

2) Behavioral Pattern - Mediator

The `PartyController` acts as a mediator betweenthe UI layer and the service/data layers. It doesn't perform any operations on data by itself but delegatesto `PartyRepository` for data access and `S3Service` for file uploads. The controller mediates the input from the UI, processes it with the help of services, and then returns the appropriate view template or redirect, thereby orchestrating the flow ofdata and interactions across the system without directdependencies between the UI and data handling

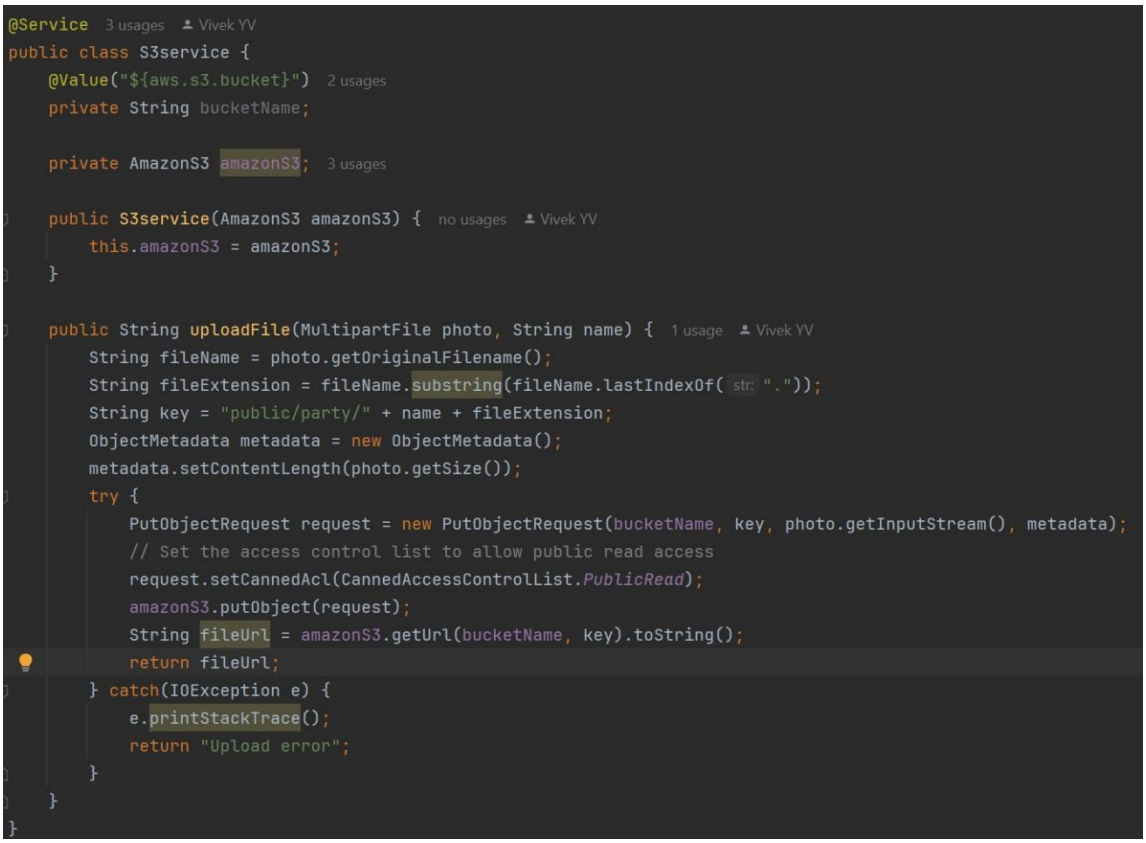
services.



```
public class PartyController {

    public PartyController(PartyRepository partyRepository, S3service s3service) {  no usages  Vivek YV
        this.partyRepository = partyRepository;
        this.s3service = s3service;
    }

    @GetMapping("/admin/parties")  no usages  Vivek YV
    public String listParties(Model model) {
        List<Party> parties = partyRepository.findAll();
        model.addAttribute( attributeName: "parties", parties);
        return "admin/list-parties";
    }

    @GetMapping("/admin/add-party")  no usages  Vivek YV
    public String addParty(Model model, Party party) {
        model.addAttribute( attributeName: "party", party);
        return "admin/add-party";
    }

    @PostMapping("/admin/add-party")  no usages  Vivek YV
    public String addPartyPost(@ModelAttribute("party") Party party, @RequestParam("photo") MultipartFile p
        Party temp = partyRepository.findByName(party.getName());
        if (temp != null) {
            model.addAttribute( attributeName: "partyexists", party);
            return "admin/add-party";
        }

        String imageUrl = s3service.uploadFile(photo, party.getName());
        party.setImage(imageUrl);

        System.out.println(party);
        partyRepository.save(party);
        return "redirect:/admin/parties";
    }
```

3) Behavioral Pattern: Chain of Responsibility

In our project, the Chain of Responsibility pattern is implemented by a series of components that pass requests along a chain until processed. Each component handles a specific task, and if unable to process the request, forwards it to the next component, streamlining request handling.

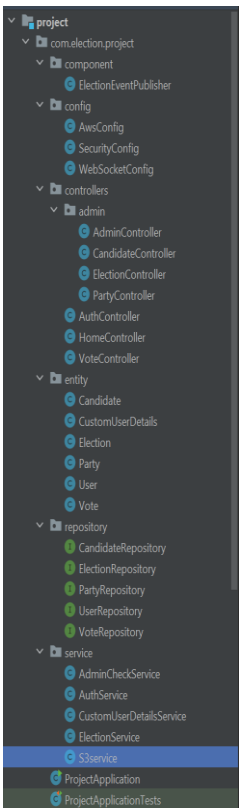


```java
@Service  3 usages  Vivek YV
public class S3service {
    @Value("${aws.s3.bucket}")  2 usages
    private String bucketName;

    private AmazonS3 amazonS3;  3 usages

    public S3service(AmazonS3 amazonS3) {  no usages  Vivek YV
        this.amazonS3 = amazonS3;
    }

    public String uploadFile(MultipartFile photo, String name) {  1 usage  Vivek YV
        String fileName = photo.getOriginalFilename();
        String fileExtension = fileName.substring(fileName.lastIndexOf( str: "."));
        String key = "public/party/" + name + fileExtension;
        ObjectMetadata metadata = new ObjectMetadata();
        metadata.setContentLength(photo.getSize());
        try {
            PutObjectRequest request = new PutObjectRequest(bucketName, key, photo.getInputStream(), metadata);
            // Set the access control list to allow public read access
            request.setCannedAcl(CannedAccessControlList.PublicRead);
            amazonS3.putObject(request);
            String fileUrl = amazonS3.getUrl(bucketName, key).toString();
            return fileUrl;
        } catch(IOException e) {
            e.printStackTrace();
            return "Upload error";
        }
    }
}
```

8. DESIGN PRINCIPLES

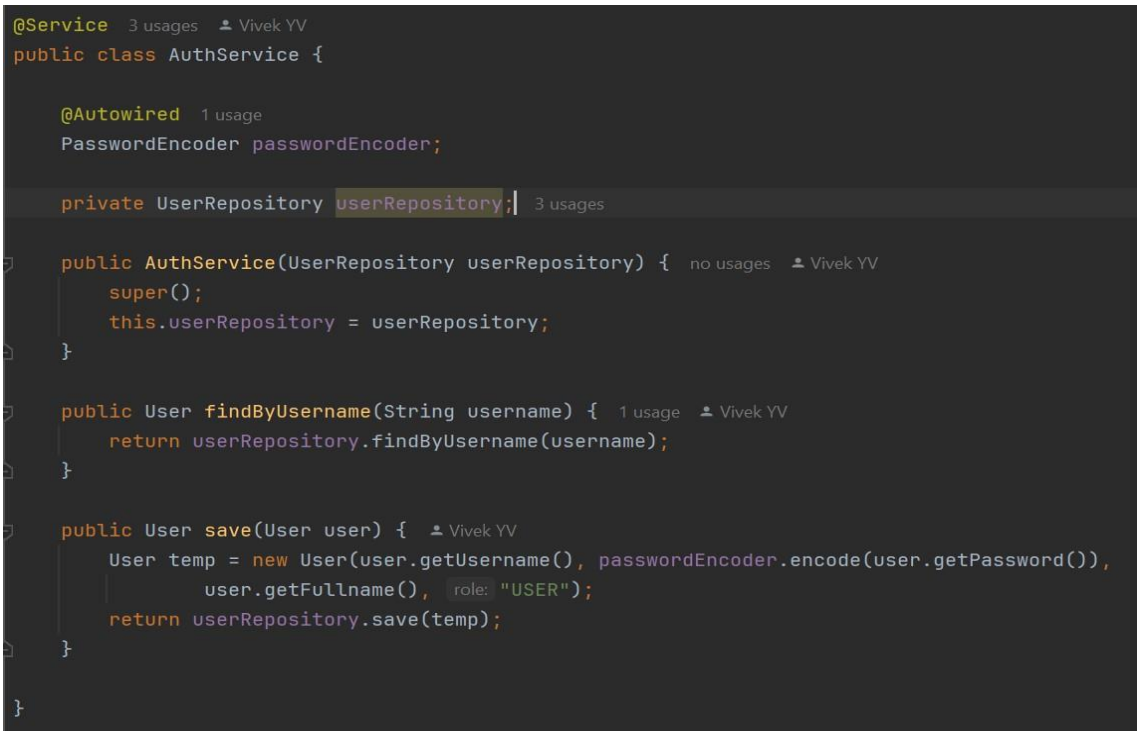
1) Single Responsibility Principle

In our project, the Single Responsibility Principle is adhered to by designing each class to handle a single part of the functionality. For instance, `S3Service` exclusively manages file uploads to AWS S3, while other classes focus on database interactions or user input handling. This ensures that each class has one reason to change, simplifying maintenance and scalability.



2) Open-Close Principle

We demonstrate the Open/Closed Principle by definingthe `AuthService` class, which is open for extension but closed for modification. The `findbyUsername` and `save` methods implement consistent behaviors foruser authentication. If new authentication methods are needed, instead of modifying these existing methods, we would extend the service with new methods or subclasses, ensuring the original `AuthService` remains unchanged. This approach adheres to the principle by allowing new functionality to be added withminimal impact on existing code.



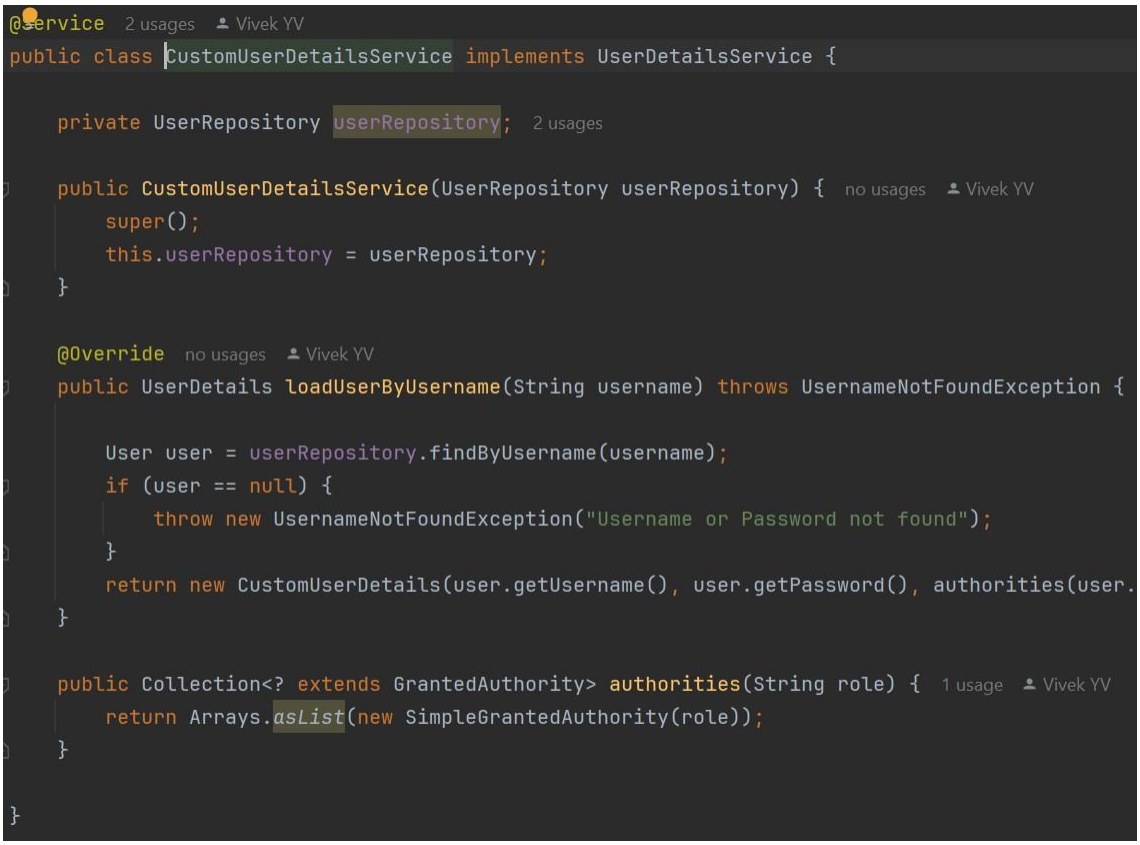
3) Liskov Substitution Principle

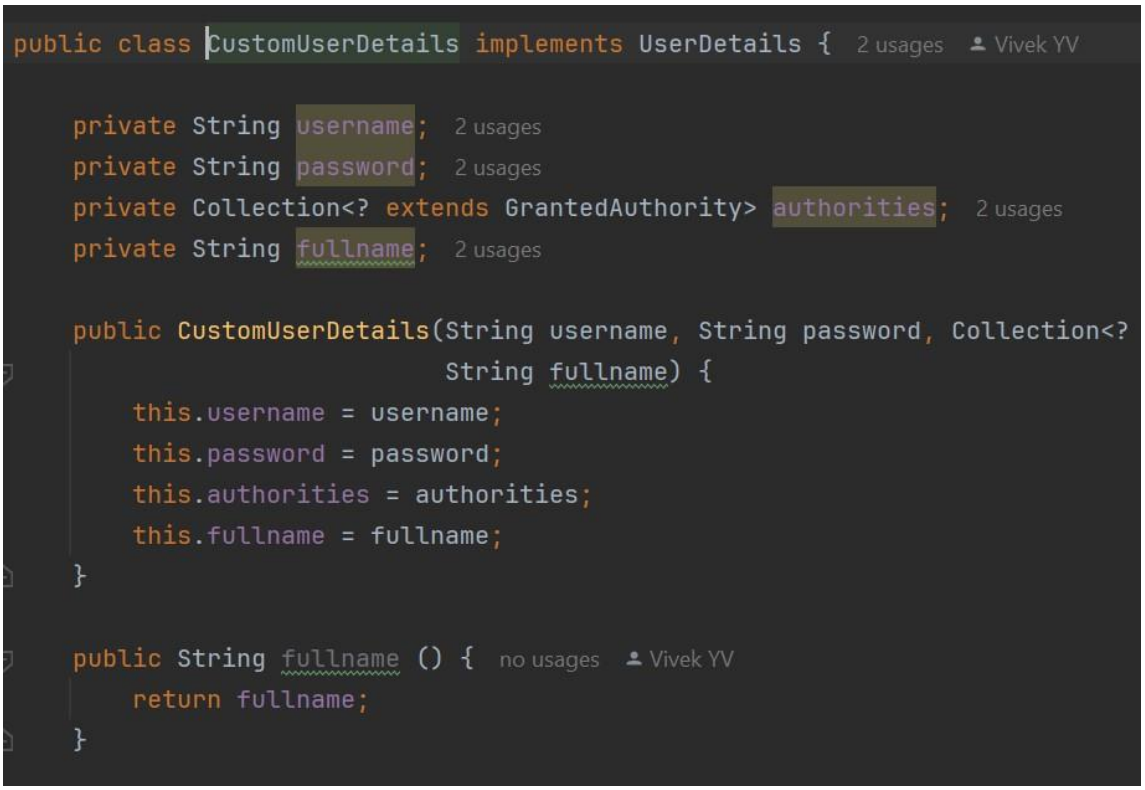
The `PartyRepository` interface in the provided code exemplifies the Liskov Substitution Principle (LSP) by extending `JpaRepository`. Any class that implements `PartyRepository` can be substituted for `JpaRepository` without altering the correctness of the program. This means instances where `JpaRepository` is expected can seamlessly work with `PartyRepository`, as it promises to fulfill the contract defined by `JpaRepository`, ensuring that the behaviors of the methods like `findAll`, `findByName`, `save`, and `deleteById` are consistent with those defined in the superinterface.

```java
public interface PartyRepository extends JpaRepository<Party, Long> {

    List<Party> findAll();  Vivek YV

    Party findByName(String name);  1 usage  Vivek YV

    Party save(Party party);  Vivek YV

    void deleteById(Long id);  Vivek YV
}
```

4) Dependency Inversion Principle

The `CustomUserDetailsService` class exemplifies the Dependency Inversion Principle. This class depends on the abstraction `UserRepository` rather than concrete implementations for user data retrieval. By injecting `UserRepository` via the constructor, `CustomUserDetailsService` can work with any implementation of `UserRepository`, allowing for flexible and interchangeable backend data sources without needing to change the service layer code.

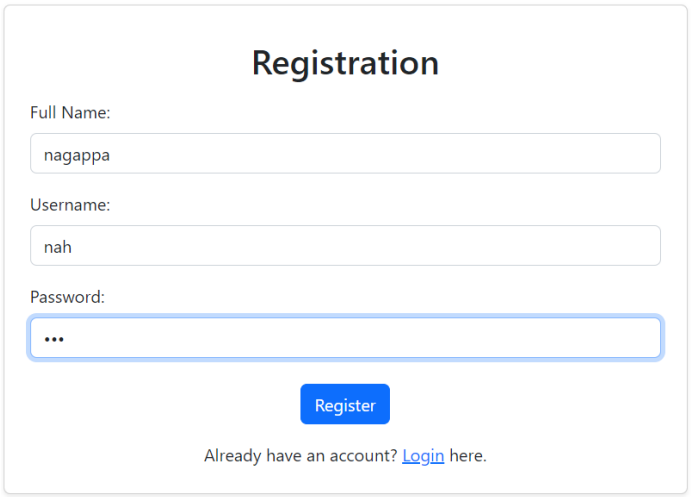

@Service 2 usages Vivek YV
public class CustomUserDetailsService implements UserDetailsService {
private UserRepository userRepository; 2 usages
public CustomUserDetailsService(UserRepository userRepository) { no usages Vivek YV
super();
this.userRepository = userRepository;
}
@Override no usages Vivek YV
public UserDetails loadUserByUsername(String username) throws UsernameNotFoundException {
User user = userRepository.findByUsername(username);
if (user == null) {
throw new UsernameNotFoundException("Username or Password not found");
}
return new CustomUserDetails(user.getUsername(), user.getPassword(), authorities(user.
}
public Collection<? extends GrantedAuthority> authorities(String role) { 1 usage Vivek YV
return Arrays.asList(new SimpleGrantedAuthority(role));
}
}


public class CustomUserDetails implements UserDetails { 2 usages Vivek YV
private String username; 2 usages
private String password; 2 usages
private Collection<? extends GrantedAuthority> authorities; 2 usages
private String fullname; 2 usages
public CustomUserDetails(String username, String password, Collection<?
String fullname) {
this.username = username;
this.password = password;
this.authorities = authorities;
this.fullname = fullname;
}
public String fullname () { no usages Vivek YV
return fullname;
}

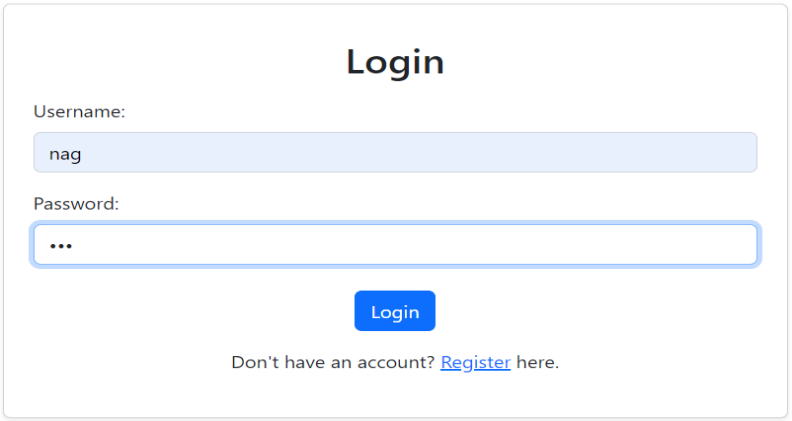
9. SAMPLE OUTPUT DEMO SCREENSHOTS:

User Interface Screenshots:

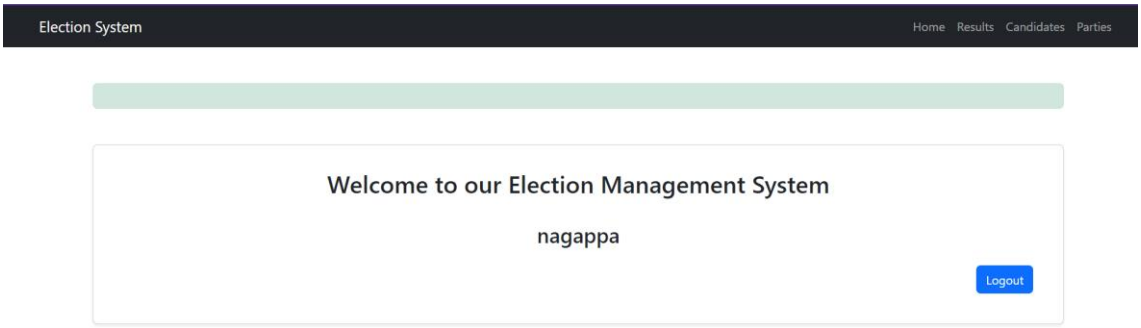
1. Registration page



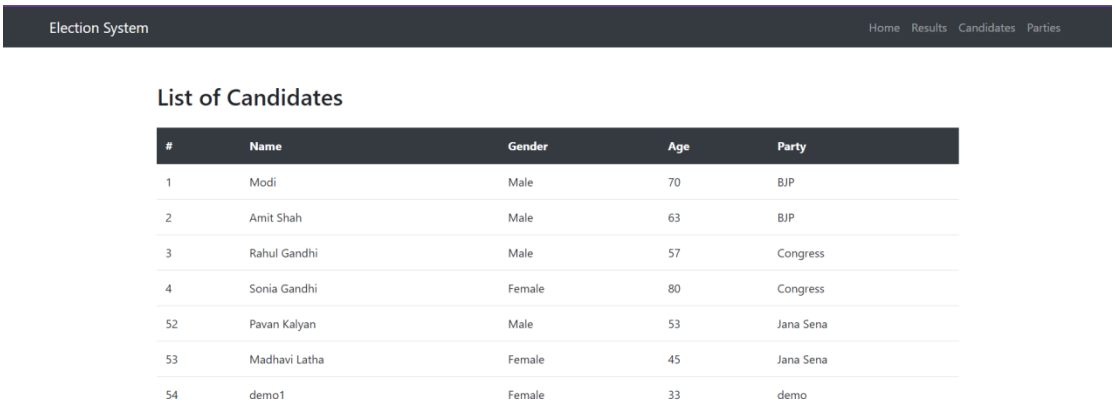
2. Login Page



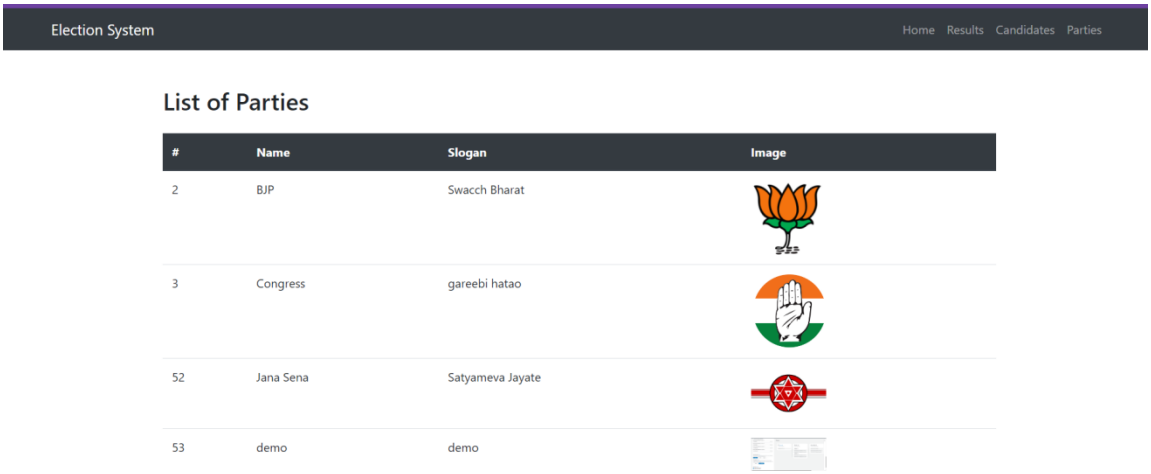
2. User home page:



3. Candidates page:

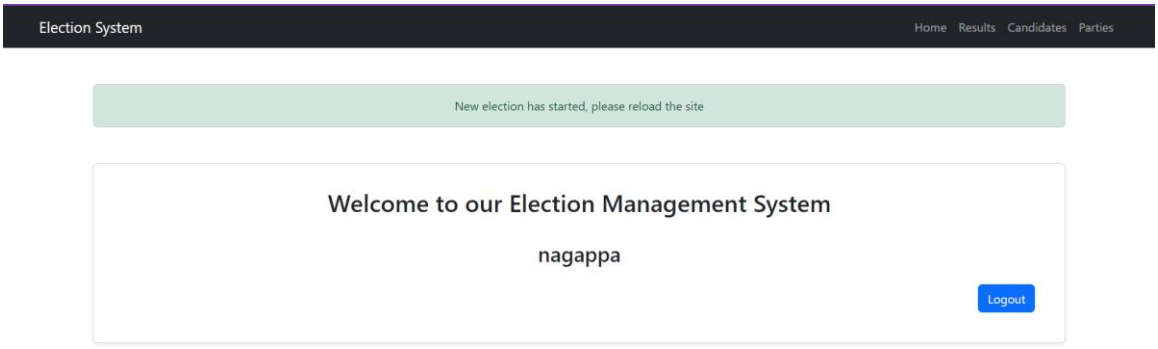


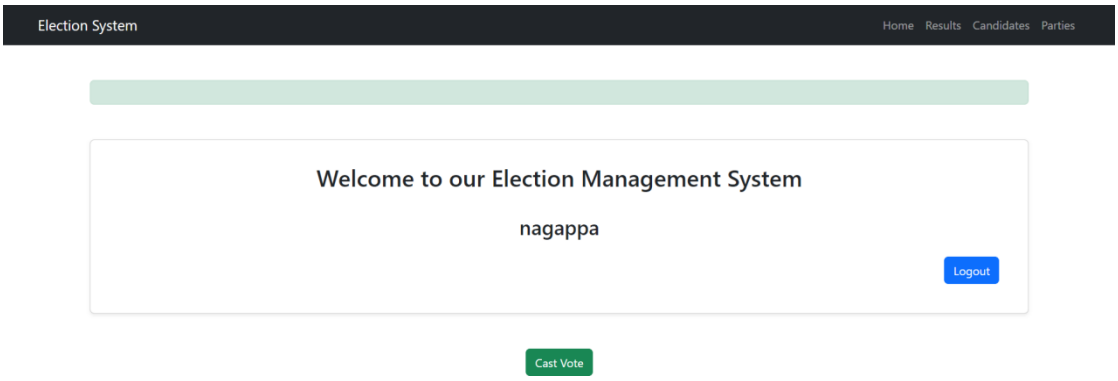
4. Party page:



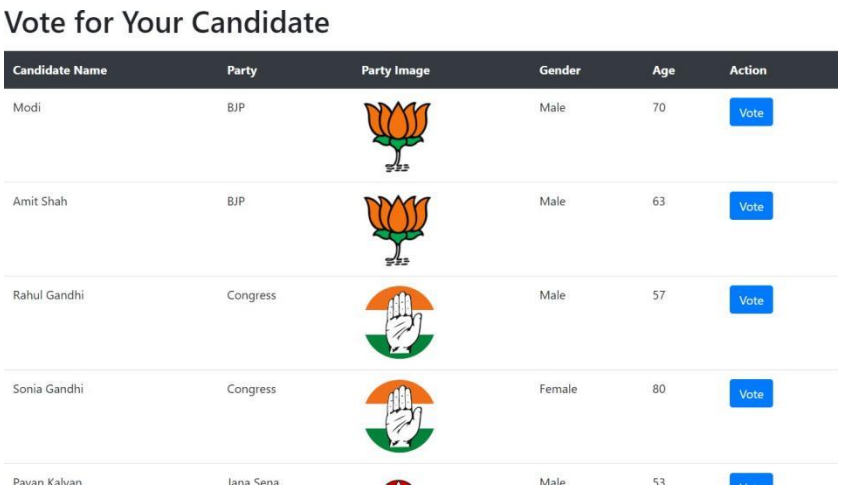
5. Results page:

6. Interface after hosting election:

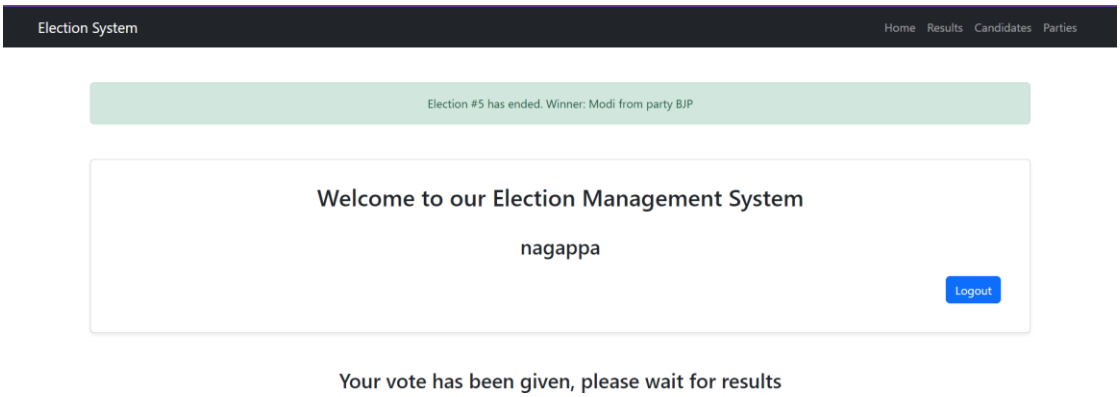




7. Polling page:

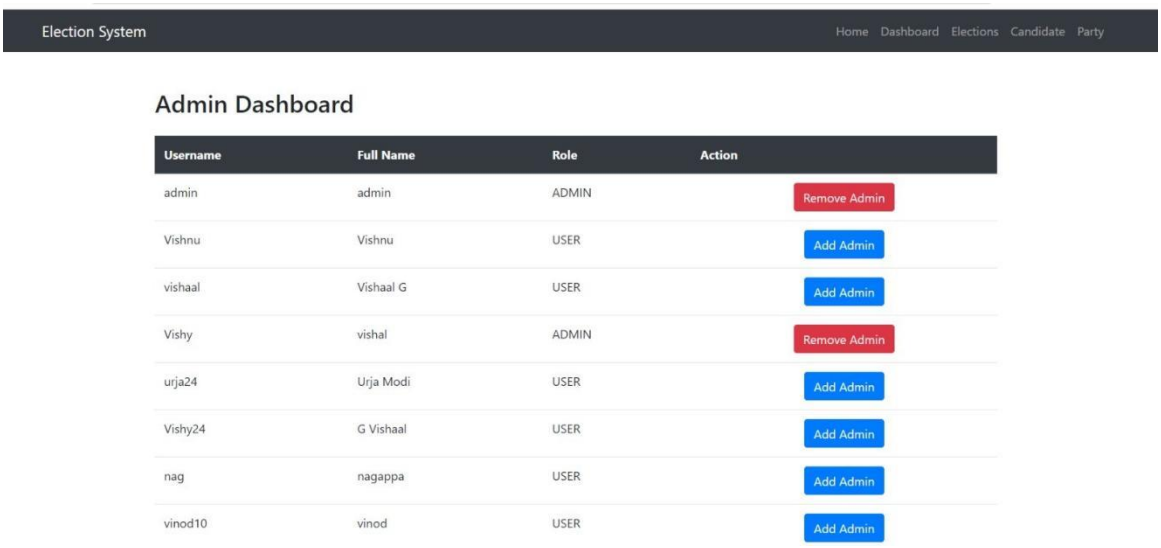


8. Page after end of election:

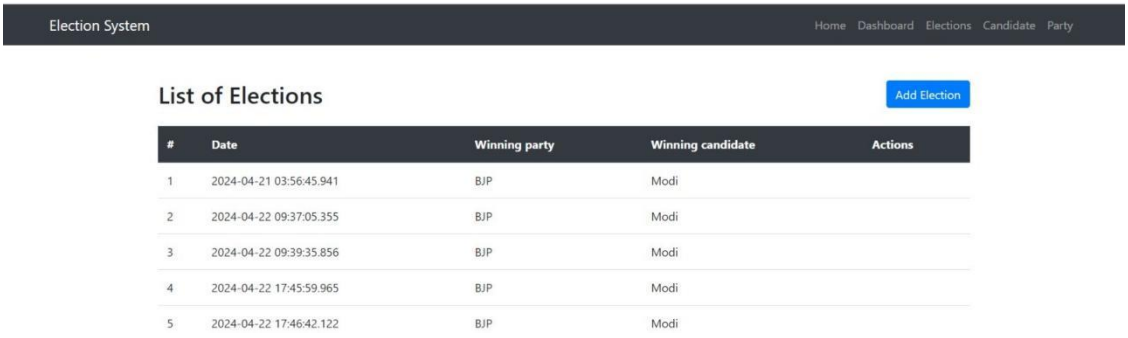


Admin Interface Screenshots:

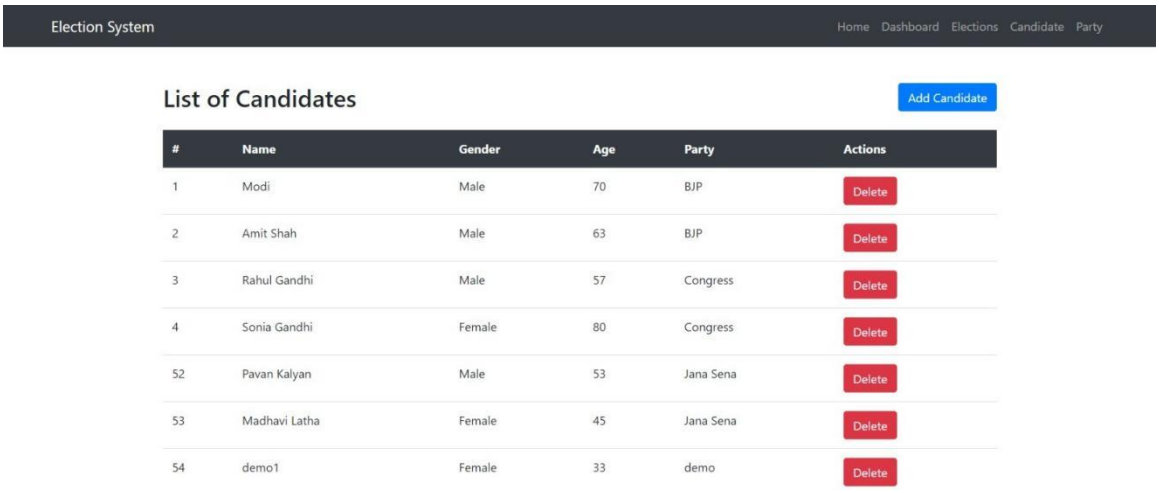
9. Admin Dashboard:



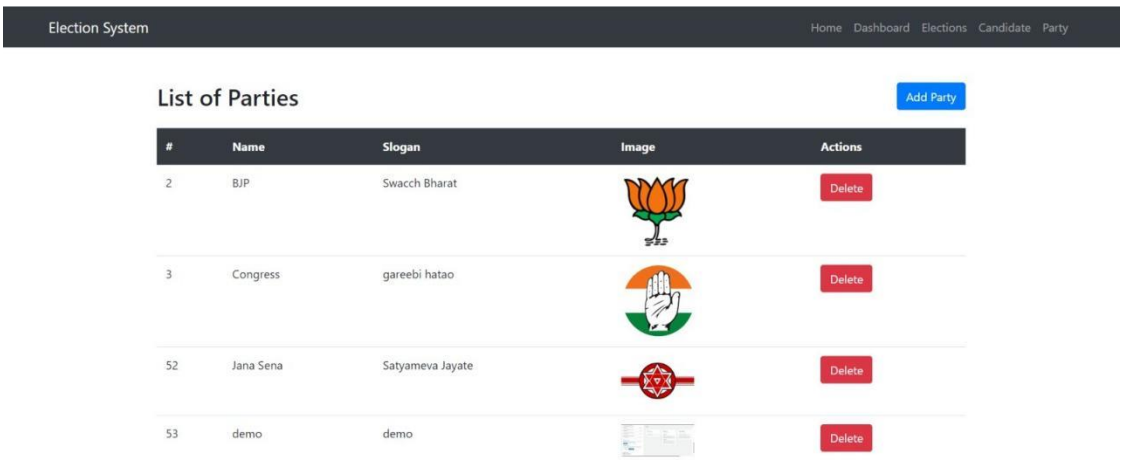
8. Election page (Admin perspective):



9. Add candidate:



10. Add party:



Github link:

https://github.com/wolverkm/ElectionManagementSystem_JavaSpringBoot/tree/master/Spring-Project-main