

ONLINE VOTING SYSTEM

HAVE YOU EVER WONDERED WHAT WOULD BE IT FEEL LIKE TO VOTE IN A NON-CONVENTIONAL SYSTEM OTHER THAN EVM?

SO, HERE WE ARE WITH OUR ALL NEW VOTING SYSTEM TO GIVE YOU AN ALL NEW EXPERIENCE THAT CAN AUTOMATICALLY COUNT THE NUMBER OF VOTES JUST AFTER THE ELECTION & GIVES THE FINAL RESULT OF YOUR WARD IN A MATTER OF HOURS RIGHT AWAY.

FEATURES & FUNCTIONS

1. OUR PROGRAM CAN READ DATA FROM CSV FILE & CAN CREATE THE REQUIRED DATA STRUCTURE IN THE COMPUTER'S MEMORY.
2. OUR PROGRAM MAKES SURE THAT NO ONE CAN VOTE TWICE TO RESPECT "ONE PERSON, ONE VOTE, ONE NATION"..
3. SEARCHING OF USER'S DATA CAN BE DONE IN $O(\log N)$ TIME.
4. CANDIDATE INTERACTION CAN BE DONE IN $O(N)$ TIME.
5. AT NO POINT DURING THE EXECUTION OF THE PROGRAM DO WE KEEP RECORD OF WHO VOTED FOR WHOM TO RESPECT VOTER ANONYMITY.

DATA STRUCTURES & FUNCTIONS UTILIZED

- #LINKED LISTS: TO STORE THE DATA OF POLITICAL PARTIES.
- #AVL TREES: TO STORE VOTERS' INFO.
- #STRING PROCESSING: TO PROCESS ELECTORAL DATA.
- #SLEEP FUNCTION: TO GIVE THE SYSTEM A REALISTIC INTERFACE.
- #OTHER GENERAL FUNCTIONS: FOR COMPLETION OF SEVERAL OTHER BASIC TASKS.

CONTRIBUTORS

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IMPLEMENTATION OF AVL TREES.

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INTERFACE & IMPLEMENTATION OF LINKED LISTS.

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VOTERS' DATA, STRING PROCESSING & OVERALL PROGRAM LOGIC.