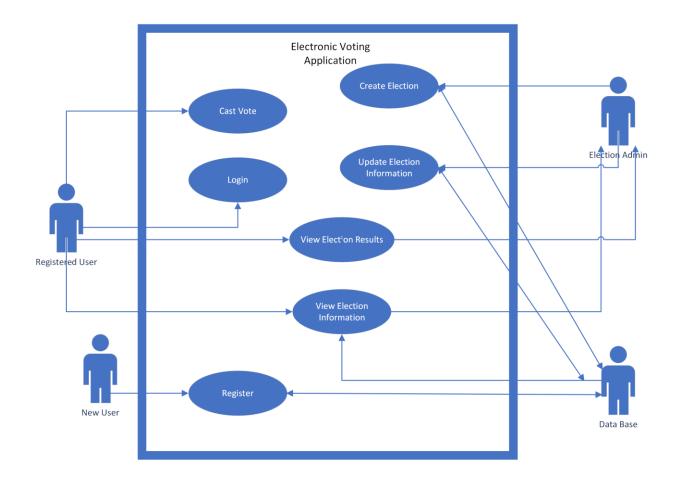
Stakeholders:
Developers
The creators of the software. They will oversee and execute the software process. The success or failure of the software impacts their performance in the course CptS 322.
Voters registered in Whitman County
Adults registered to vote in Whitman County elections. They may or may not actually be in Whitman County. They need the software to allow them to easily vote securely and remotely and view basic election information.
Whitman County
The governmental body of Whitman County. They set up and facilitate elections. They have an interest in ensuring the software facilitates fair voting and reports accurate results.
Professor and TA'S
The graders of the project. They will guide the process and evaluate the software.

UML diagram:



### Login

Actors:	Registered User
Goals:	To verify user identity.
Preconditions:	User must already have registered with the service.
Scenarios:	<ol> <li>User enters username and password on login page.</li> <li>User is let in if username and password match records</li> <li>User is prompted to re-enter password if previous entry does not match records</li> </ol>
Exceptions:	<ul> <li>User has entered incorrect information too many times</li> <li>User must reset password</li> <li>Username entered does not match records</li> </ul>

# Register

Actors:	New user, Database
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Goals:	Create a new user account and add it to database.
Preconditions:	lone
Scenarios:	1. User enters legal name and birthday to verify voting eligibility
	2. User creates a username and password linked to their email
	3. Verification is sent to email
Exceptions:	<ul> <li>User information, such as email, name, username, or email, already exist in the database. User is prompted to login or reenter information</li> <li>User is not eligible to vote.</li> <li>Email used cannot be verified.</li> </ul>

### Cast vote

Actors:	Registered user
Goals:	User can specify candidate choices.
Preconditions:	User must be registered and logged in, and an election must be in process.
Scenarios:	<ol> <li>User selects one of several options to vote for</li> <li>User writes in a preferred candidate</li> <li>User submits vote</li> </ol>
Exceptions:	User cancels vote.

### **View Election Results**

Actors:	Registered user, Election Admin
Goals:	User and admin can view the current standings of the votes
Preconditions:	User must be registered and logged in, and an election must be in progress
Scenarios:	User selects the option to view election results
	2. The results or status of the elections is shown to the user
Exceptions:	User opts out of viewing results

### View Election Overview

Actors:	Registered user, data base, election admin.
Goals:	User and admin can view information on the election, and the database stores
	it.
Preconditions:	Election options must be already made.
Scenarios:	<ol> <li>User or admin opts in to viewing the election information.</li> </ol>
	2. Database retrieves the information on the election and shows it to the
	current actor.
Exceptions:	Actor opts out of viewing the election information.

## **Setup Election**

Actors:	Election admin, database.
Goals:	To set up an election where users on the application can vote on candidates.
Preconditions:	Admin must have access to setting up the election.
Scenarios:	The admin adds candidates.
	2. The database stores the candidates so that someone can vote.
Exceptions:	Setup fails due to invalid information

# Update Election Information

Actors:	Election admin, database.
Goals:	Election admin can provide information about the candidates and how to vote
Preconditions:	An election must be already made
Scenarios:	Admin edits the information on the voting.
	2. The admin then submits the information to the database, storing it so it
	can be viewed later by users.
Exceptions:	The election information is not wanted by the election admin.