

# Online Voting System

[<sup>1</sup>] Meghana.KM, [<sup>2</sup>] Divya.Reddy, [<sup>3</sup>] VGanavi.N, [<sup>4</sup>] Chandini.K.C, [<sup>5</sup>] Sowmya  
[<sup>5</sup>] Assistant Professor, CSE, SRI SAI RAM COLLEGE OF ENGINEERING..

**Abstract:** - In the existing system till now, the voting is performed by going to the voting centre. During the year 1997 election, election voting machine (ECV) was introduced as a new method of polling, so the main disadvantages of this system are time consumption, risk-oriented process, election expenses etc. We are bringing a new project called ONLINE VOTING SYSTEM. The main feature of this project is to build a website, which allows people to cast their vote online. We are building this project by using software's like ASP.NET as a frontend and SQL SERVER as a backend. The hardware requirements of this project are Pentium 4 processor, 500MB hard disk and ram capacity of 4GB. After the completion of design and coding phase, the next stage in the development of software project is a Testing phase. In the testing phase, the program to be tested is executed with a set of test cases, and output of the program for the test cases is evaluated to determine if the program is performing as it is expected to. The types of testing done here are UNIT Testing and INTEGRITY Testing. Unit testing is a dynamic method for a verification where the program is actually compiled and executed. In Integrity testing, many tested modules are combined into sub-system, which is then tested.

**Key Words-** Website, Online vote

## I. INTRODUCTION

The main concept of this project is to build a website, which should be able to allow people to cast their vote online. Our project provides Authentication, where only authorized voters should be able to vote, Uniqueness that is no voter should be able to vote more than once, Accuracy in which Voting system should record the votes correctly, Verifiability that Should not be able to modify without detections and Transparency in which, Voters should be able to possess a general understanding of the whole process, by providing Online implementation makes it easy for voters to participate in election.

## II. PROPOSED SYSTEM

- To build an online system this world enable voters to cast their votes on chosen candidates
- Create a secure authentication facility to check validate users logging into the voting system
- Create a database to be used to stored votes, and user information on the system
- Enable the system to tally votes cast according to candidate voted for
- Create a backend administration section which will be used to enable the administration manage the election system effectively

- Create tools for the administrator to add, delete and update details of voters, candidates and other details in the system
- Timestamp voter cast to the database to know when each vote was cast
- Enable administrators to generate reports on the vote results
- Prevent voting more than once for their choose candidate

## III. DESIGN PHASE

### 3.1 ASP.NET

Net framework is a development & execution environment that allows developers to create windows & web based application. Net framework provides an integrated development environment in which programmers can develop applications in different environment in which programmers can develop application in different programming languages, such as c# & vb.net. The latest version 2.0 release of NWT framework has undergone a long journey since its version 1.0 release.

Net framework 2.0 has built-in functionality have incorporated in the versions to earlier to the growing demands of the developer community. The new release 2.0 further extends the framework by introducing new features & enhancements; the prominent of them begin high availability & developer productivity. Visual Basic.net is a multi-purpose computer programming languages from Microsoft that is suitable for most development needs. The language is designed with Rapid application Development in

mind, providing several tools to shorten development Time. Programmers using the visual basic 2008 languages have the ability to write application ranging from simple user-friendly front-end interfaces.

### **3.2 MICROSOFT SQL SERVER 2008**

SQL SERVER MANAGEMENT STUDIO is a GUI (Graphical User interface) tool includes with SQL Server 2008 & later for configuring managing, & administering all components within Microsoft SQL Server. The tool includes both script editor & graphical tools that work with objects & features off the server.

SQL server Management Studio replaces Enterprise Manager as the primary management interface for Microsoft SQL Server since SQL server 2008. A version of SQL server management studio is available for SQL Server Express edition, for which it is known as SQL SERVER MANAGEMENT STUDIO EXPRESS (SSMSE). Microsoft SQL Server is a relational database management developed by Microsoft. As a database, it is a software product whose primary function is to store and retrieve data as requested by Other software application, be it those on the same computer or those running on another computer across a network (including internet). SQL Server provides a number of tools that serves different purposes, such as installation, database query, and replication. All these tools have user-friendly graphical interfaces SQL Server Management Studio is a completely new application that gives you uniquely interface to manage servers and create queries across all SQL Server components.

### **IV. HARDWARE REQUIREMENT**

- Processor–Pentium4 processor
- Hard disk -500mb
- Ram capacity-4GB

#### **4.1 Software Requirement:**

- Operating system- Window 8
- Front End - Asp.net (Visual Studio2010)
- Back End - SQL Server 2008

### **V. TESTING PHASE**

#### **5.1 UNIT TESTING**

Unit testing is dynamic method for a verification where the program is actually compiled and executed. It is one of the most widely used methods. The goal of unit testing is to test modules or “UNITS” and not the entire software system in this part of testing the system coding is compiled for every individual forms, classes and modules. every

object present in the forms is coding part appropriate code is written . in order to make the object work properly the codes are compiled .after if any error occurs is rectified and made sure that every object in the form is working properly and according.

#### **5.2 INTEGRITY TESTING**

When an individual unit code testing is done there starts the integration testing takes places. In this many tested modules are combined into sub-system, which are then tested .the goal here is to see if the modules can be integrated properly, the emphasis being on testing interfaces between modules. This testing activity can be considered as testing the design and emphasis on module in interactions. Then all the compilation is done then an overall application is done which checks one and every object coding, linking etc and finally provides the results as the standard EXE.

### **VI. ADVANTAGES**

- High level Security to avoid illegal polling.
- Online implementation makes it easy for voters to participate in election.
- As for considering election commission board it becomes easier to conduct elections.
- Election expenses can be reduced.
- The online voting provides a less time consuming.
- Fast and easy service.

#### **6.2 DISADVANTAGES**

- High manual work load
- There is a chance for re-voting
- Consumes more time
- Election Expenses are more
- Risk oriented process

### **VII. GOALS**

- Authentication- Only authorized voters should be able to vote.
- Uniqueness-No voter should be able to vote more than once
- Accuracy-Voting system should record the votes correctly.
- Verifiability-Should not be able to modify without detections.
- Transparency-Voters should be able to possess a general understanding of the whole process.

**REFERENCES**

- [1] “QR Images: Optimized Image Embedding in QR Codes” Gonzalo J.Garateguy, Member, IEEE, Gonzalo R. Arce, Fellow, IEEE, Daniel L. Lau, Senior Member, IEEE, Ofelia P. Villarreal, Member, IEEE.
- [2] Azuma R. T, “A Survey of Augmented Reality”, vol. 4, no. August, pp.355–385, 1997.
- [3] Choi Jang .B, and Kim.G.J, “Organizing and presenting geospatial tags in location based augmented reality”, Personal and Ubiquitous Computing, vol.15, no.6, pp.641-647, Nov.2010.
- [4] Kan T.C. Teng, and W. Chou, “Applying QR code in augmented Reality applications,” Reality Continuum and its Applications, vol. 1, no.212, pp. 253–258, 2009.

