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ONLINE VOTING SYSTEM

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ABSTRACT

Online voting (also known as e-voting) is voting using electronic means to either aid or take care of the chores of casting and counting votes. Depending on the particular implementation, e-voting may encompass a range of Internet services, from basic data transmission to full-function online voting through common connectable household devices. Similarly, the degree of automation may vary from simple chores to a complete solution that includes voter registration & authentication, vote input, local or precinct tallying, vote data encryption and transmission to servers, vote consolidation and tabulation, and administration. A worthy e-voting system must perform most of these tasks while complying with a set of standards established by regulatory bodies, and must also be capable to deal successfully with strong requirements associated with security, accuracy, integrity, swiftness, privacy, audit ability, accessibility, cost-effectiveness, scalability and ecological sustainability.

Keywords**: **Audit ability, Accessibility, Cost-effectiveness, Scalability.

I. INTRODUCTION

Online Voting System (OVS) project is aimed at developing an online voting technique for the facilities in the campus. This system can be used to vote for the nominated person in the campus. It resolves major problems faced by students[1]. The end user and the admin, those who use the system to create a request are the end users. One who gets the request resolved and updates the status of the request is the admin.

This is an intranet based application that can be accessed throughout the campus. Registered users will be able to log in a request for nomination or they can vote for the nominated person [2]. If the student wants to nominate they can give request from the nomination page. It will send to admin and status of your request has been informed as soon as possible. Admin has a full access permission to view the registered student, to response the request [3].

II. PROBLEM DEFINITION

Feasibility is a measure of how beneficial or practical the development of a project can be performed successfully. It is an analysis and evaluation of a proposed project in its simplest term. It also determines if it is feasible within the estimated cost and will be profitable .It is also called as feasibility study.

2.1 Technical

Technical feasibility in this project accesses the current resources such as hardware and software which are required to accomplish the end user requirements within the allocated time. It also determines whether the relevant technology is stable and established. The software used in this project is Notepad ++ and the backend used is My Structured Query Language.

2.2 Operational

Operational feasibility in this project accesses the extent to which the required software performs a series of

steps to solve the problems of the user and user requirements. It also determines whether the problems anticipated in the end user requirements are of high priority. It also involves visualizing whether the software will operate after it is developed and be operative once it is installed. Automation makes like easier. The proposed system is very user friendly and user is much easily able to interact with the system. The operational feasibility is thus satisfied.

2.3 Economic

Economic feasibility must be justified by cost and benefit. The cost required for the development and implementation of the system. The suggested project will give best return at the earliest with the proposed hardware and software. The proposed system is economically feasible as the system will be economical to the people and the cost of the project is less. Therefore the economic feasibility is thus satisfied.

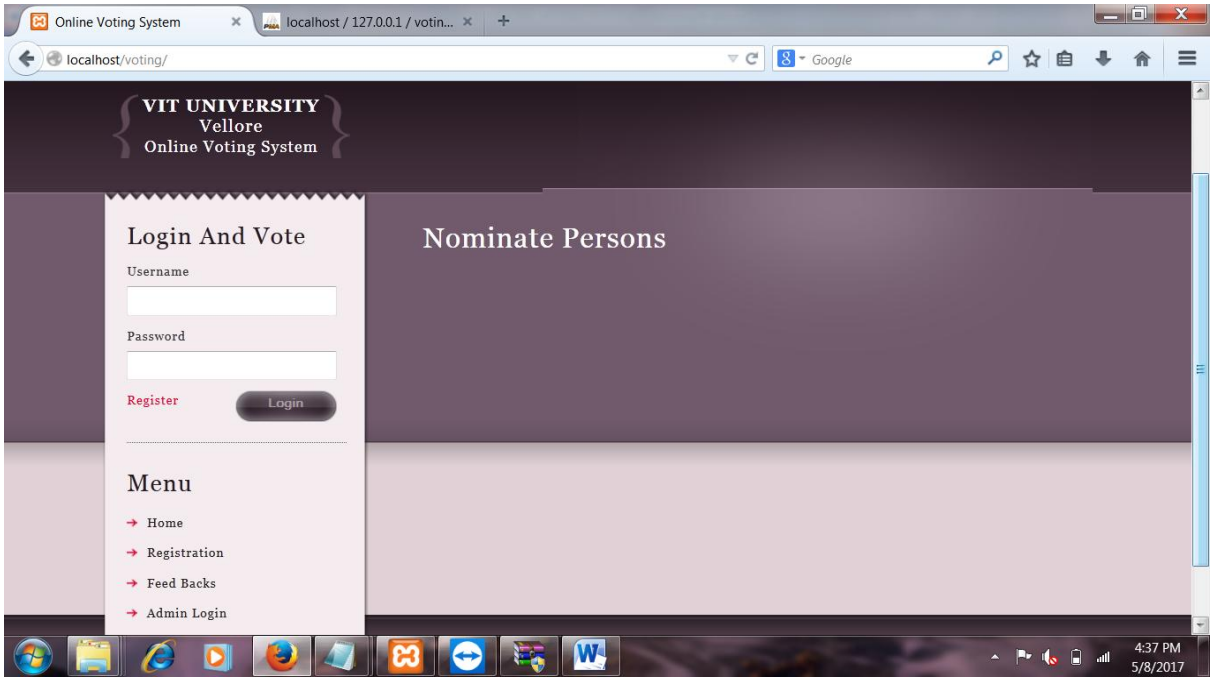
2.4 Resource

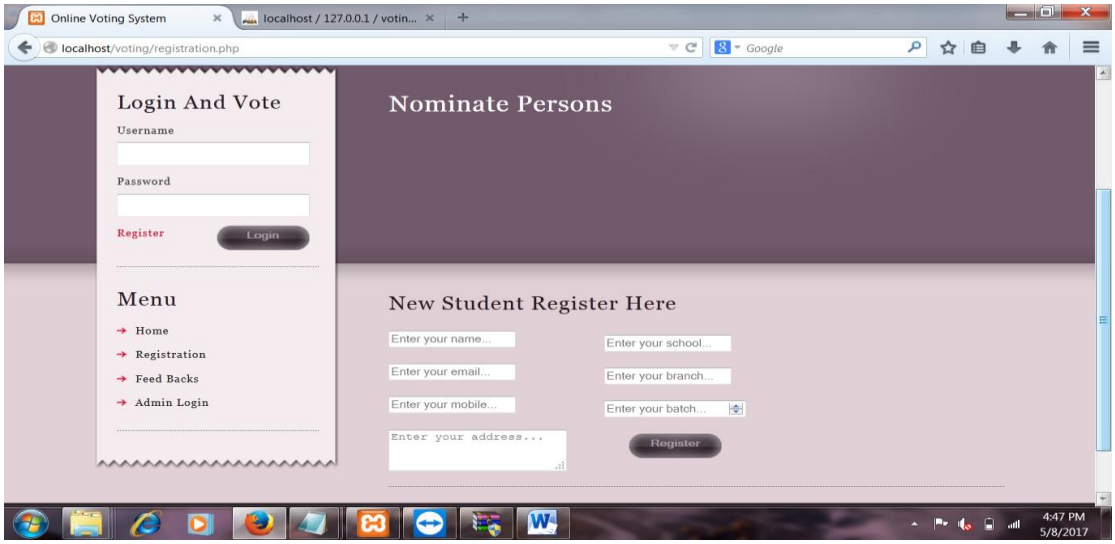
Resource feasibility includes the study of available resources required to complete the project successfully within the allocated time. As all the resources are available to develop and complete the project successfully, resource feasibility is thus satisfied.

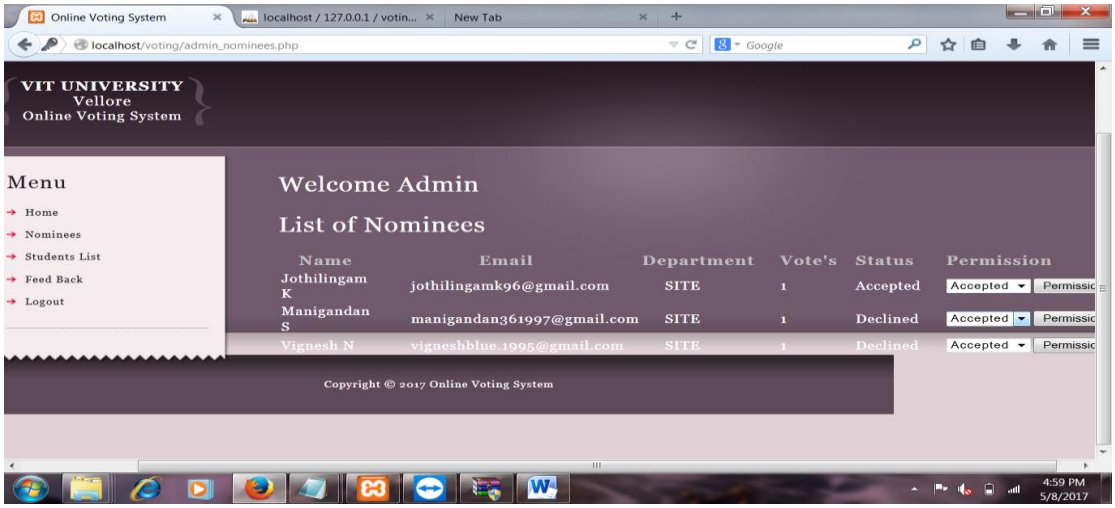
2.5 Legal

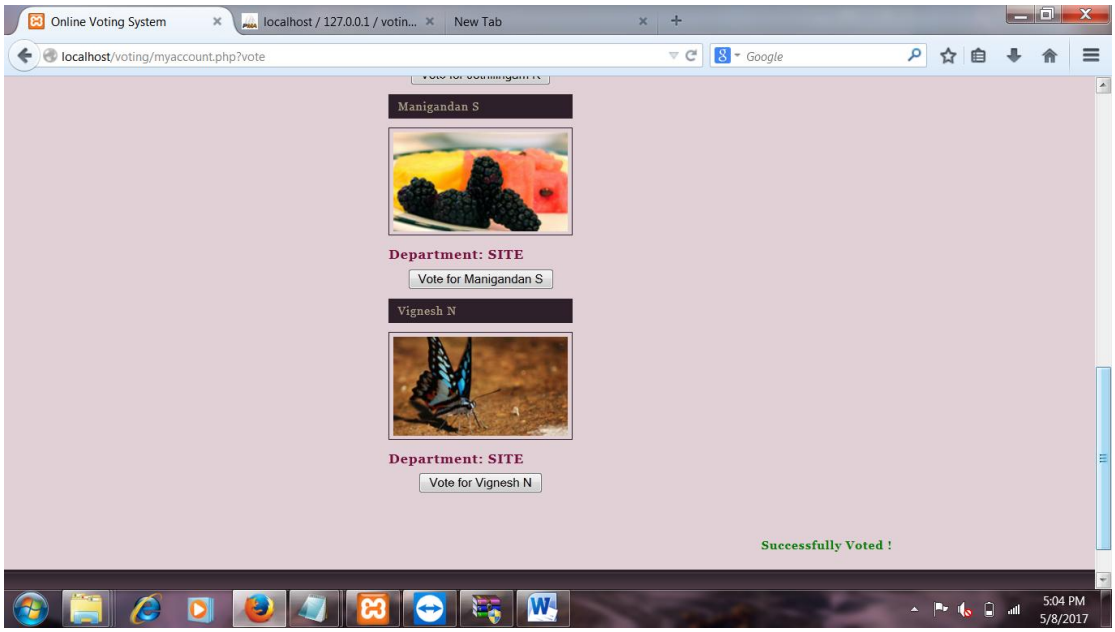
Legal feasibility determines whether the proposed system conflicts with legal requirements. As the proposed system complies with the local server and all the data protection regulation. Thus it satisfies legal feasibility.

III. IMPLEMENTATION AND RESULTS









3.1. Business Modeling

Business modelling is also known as requirement planning phase. In the proposed system, project scope is well understood and the requirements are all available. All the resources needed to complete the proposed project are

available. Such as hardware and software. The main aim of the system is to fulfill the requirements of the end users and to obtain their satisfaction.

3.2. Data Modeling

Data modeling is also called as user design phase. It is an interactive phase. The information defined in the business modeling is given as data objects. This is the phase where the user interacts with the software. It allows user to understand the system. The software used for the proposed system is Note pad ++. It approves a working model of the system to meet their needs.

3.3. Process Modeling

Process modeling is also known as construction phase. It focuses on programs and application development task. The data objects defined in the data modeling phase are transformed to achieve the flow necessary to implement a working model. This is the phase where the coding process takes place in the proposed system.

3.4. Application Generation

In this phase the **Rapid Applicartion Development** (RAD) process works to reuse existing program components or create reusable components. Automated tools are used to facilitate construction of the software. The software component used for the proposed system is Phpstrom; it is interactive and user friendly software.

Testing and Turnover is the final phase in the RAD model. Full scale testing, unit testing, system testing takes place and the product is developed. In the proposed system unit testing takes place. All the errors are modified and this is the phase where the new system is built and delivered.

IV. SYSTEM IMPLEMENTATION

Under this section we will see a step by step procedure to deploy the RESULT ALERT SYSTEM IN EMAIL on a standalone system and get it working

Step 1: Download xampp server version 1.8.1 or higher

Step2: Saved in C: as xampp

Step 3: Save the project in C:\xampp\htdoc

Step 4: Start Xampp server and in that start the apache and MySQL

Step 5: Open a Web Browser e.g. Google Chrome, Mozilla Firefox

Step 6: In the address bar type http://localhost

Step 7: The xampp server home page opens

Step 8: Under tools select phpmyadmin

Step 9: Under create database type the database name and click create

Step 10: Create the required tables as shown in the data dictionary (Appendix A) OR click on import and under file to import click on choose file and select the .sql file

Step 11: Go back to Xampp server home page

Step 12: Under Your Projects select the developed project

Step 13: The developed project can be seen on the web browser

V. FUTURE ENHANCEMENT

This application can be easily implemented under various situations. Developer can add new features as and when require. Reusability is possible as and when require in this application. There is flexibility in all the modules. Following are the updates that can be brought into the system as future enhancement .

5.1. Software Scope

Extensibility: This software is extendable in ways that its original developers may not expect. The following principles enhance extensibility like hide data structure, avoid traversing multiple Links or methods avoid case statements on object type and distinguish public and private operations.

Reusability: Reusability is possible as and when require in this application. We can update it next version. Reusable software reduces design, coding and testing cost by amortizing effort over several designs. Reducing the amount of code also simplifies understanding, which increases the likelihood that the code is correct. We follow up both types of reusability: Sharing of newly written code within a project and reuse of previously written code on new projects.

Understand ability:

A method is understandable if someone other than the creator of the method can understand the code (as well as the creator after a time lapse). We use the method, which small and coherent helps to accomplish this.

Cost-effectiveness:

Its cost is under the budget and make within given time period. It is desirable to aim for a system with a minimum cost subject to the condition that it must satisfy the Entire requirement.

VI. CONCLUSION

The Online Voting System (OVS) project is the small step to reduce the communication distance between the student and management. As the growing use of computers and other electronic devices would mean the growing demand on rapid and quick technical support, this Online Voting System is carefully designed to fit with the rapid technical support. It not only helps reducing the time of recording and tracking inquires and problems traditionally, but also improves quality and accuracy of data produced by the system which can lead to more facilitation of decision making process in time. OVS is designed to accommodate future upgrading and development without the need for building a new system to fit with the growing needs and demands of the system. Having this system hosted online means the ability of both technicians and administrator to track and respond to demands of students at any time beyond the boundaries and walls of college which add one more advantage to replacing the paper-based style.

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