Hands-on Project Abstract : E-Voting System

Type: Type 1

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Problem Statement (or Background):

Electronic voting (also known as e-voting) is voting that uses electronic means to either aid or take care of casting and counting votes. It can also involve transmission of ballots and votes via telephones, private computer networks, or the Internet.

In general, two main types of e-voting can be identified:

- e-voting which is physically supervised by representatives of governmental or independent electoral authorities (e.g. electronic voting machines located at polling stations);
- remote e-voting via the Internet (also called i-voting) where the voter submits his or her vote electronically to the election authorities, from any location.

Some of the countries which already started using e voting are Australia, Belgium, Brazil, Estonia, France etc.

Modeling and simulation goals:

The goal of the project is to understand how the e voting system works to maintain the record of the votes contested. We aim to build a system where a can come and cast his vote to one of the people\Party contesting the elections. And the same voter cannot vote twice. Once the election time is over the person\Party having the highest number of votes is declared the winner and also we can view how many votes each contestant received.