

Simplified E-voting System using Procedural Oriented Language

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Abstract: *The trend of the Online voting system has become very famous among the foreign countries, and they have started implementing the technique in most of the parts as a test and they have resulted in a great sensation among the public and government. India is one such country which is one of the countries with a high population, elections over here have always been a mess. People find it really hectic to come over and cast their votes, and there is a huge problem of fake votes that affect the protocols. There is not even transparency in the vote counting, as it is done manually in most of the places. This paper focuses on a system where the user can vote remotely from anywhere using his/her computer or mobile phone and this project also allows the user to vote offline as well if he/she feels that is comfortable. Our project doesn't involve much security and it has a very simple code so that it is interpreted by the coders easily and club more with the code. It helps to integrate the problem very well and develop it into something better.*

Keywords: E-voting system, procedural programming language, visual studio code, clang, GCC compiler.

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