

E-VOTING: A SMART TECHNIQUE FOR ONLINE VOTING

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Abstract:

The E-voting promises the possibility of convenient, easy and safe way to capture and count the votes in an election. The advancement in the mobile devices, wireless and web technologies given rise to the new application that will make the voting process very easy and efficient. This research project provides the specification and requirements for E-Voting using an Android platform. The authentication is done through the face recognition through the mobile camera application. In this method the voter has to register using the application and the face recognition will be provided once the registration is successful. The e-voting means the voting process in election by using electronic device. The android platform is used to develop an e-voting application. In the proposed method the concept of e-voting application is created using android. On scanning the face, the voter will be asked for the password. Once the authentication is done the voter is made to proceed with the voting process. The main purpose of implementing this concept is to increase the voting percentage. So that the voter is not required to visit the voting center to cast their vote and also to avoid fake voting.

Keywords:

- *E-voting*
- *Data mining and Machine Learning*
- *mobile computing*
- *camera*

INTRODUCTION:

Voting process not just only in the election for selected the candidates who will be in the requirement position like a President. Voting is the method for choosing a person who is being selected by the community member for a position at entire country. The process also will do for choosing the person that needs to vote who will in the position for handle the task for example for the choosing the leader in the class. As known, the voting process was using the ballots paper to ensure the process system. The advent of various mobile applications on time currently has influenced the style of life than can help users to facilitate the activities of their daily lives. It is difficult because the problem which the ballots need to calculated by manually calculating. In manually calculating, the problem that can be happen when the person who calculated the ballots will miss counting or maybe the person more bias at one person candidates. Technology development of mobile applications nowadays is more popular and used by authorized body. Android is one of the major operating systems in the growing market in nowadays.

MATERIALS AND METHODS :

In this section, we first formally define the e-voting fraud detection. Then, we prove that the time limit. The proposed system we define the easy to use and the simple android application for the using face recognition using android camera and the avoid fraud.

Existing System is the one in which the biometric concept is used where the scanning of finger print is

done. For some people it is very intrusive, because is still related to criminal identification. In existing system Encryption and cryptography algorithms are not used. Barcodes are often intended for consumer use where using a barcode device, a consumer can take an image of a barcode on a voter_id card. The barcode must be read using computer vision techniques and barcode can hold information, it makes this vision task in consumer scenarios unusually challenging. Barcode decoder can give the vision algorithm feedback, and develop a progressive strategy of the voter. System resides in the new concept of face recognition system and android Application. Candidate details made to application the proposed system scan the personal details with the face recognition and the person is eligible for voting or not to identify using the adhar card and PAN card if the person is less the 18 year then it can't eligible for voting system display the popup message to user and the log in failed to system.

it provides a conceptualization of e-voting system as a socio-technical system. Second, it elaborates a set of principles to guide a sociotechnical design for e-voting. Third, it provides concrete implications of these principles. The paper concludes on the pragmatics of this approach to e-voting adoption particularly in environment such as Nigeria

Hamoud Alshammari ; Khaled Elleithy ; Khaled Almgren ; Saleh Albelwi, "Group signature entanglement in e-voting system" IEEE Long Island Systems, Applications and Technology (LISAT) Conference 2014. In the e-voting system, one of these issues has been solved, namely, the integrity of the data (ballot). In this paper, we propose a scheme that solves the problem of repudiation that could occur when the voter denies the value of the ballot either for cheating purposes or for a real change in the value by a third party. By using an entanglement concept between two parties randomly, the person who is going to verify the ballots will create the entangled state and keep it in a database to use it in the future for the purpose of the non-repudiation of any of these two voters.

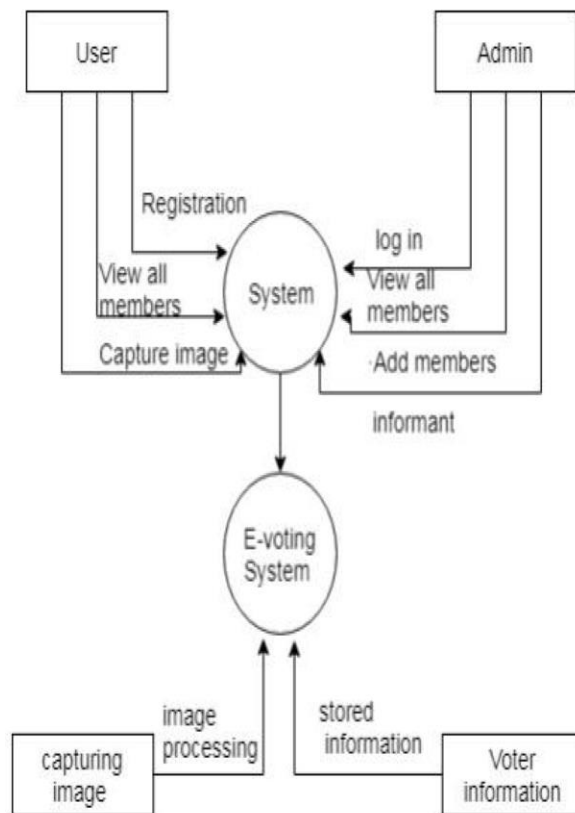


Fig.1 (System Architecture)

To Design and develop records era in addition to in social era. The purpose of this project is convenience of admins and voter, and the avoid fraud using face recognition, accuracy to count score of voting. The Mobile Voting System using basically operation system based on android phone that is the great deal to develop it to iPhone application or internet application in the future

RESULT AND DISCUSSION:

This application provides is a new technique of casting votes using mobile phones. Android voting system is an application developed for android devices to deploy an easy and flexible way of casting votes anytime and from anywhere. The application is especially developed for social community to get users or voters votes for any new policy regulation or issues. The issues or arguments

are fed into the system by the admin. Voters can then cast their vote as yes or no. One voter can only post one vote for an argument. Each and every vote casted is stored in the database for the respective argument. At the end of the voting process the system counts the total votes and generates a brief report of it to the admin. Thus the app helps the company to get proper feedback of the voters.

CONCLUSION:

The voting protocol became simpler and faster to implement, but most significantly now offers better integration of the general public through the use of a bulletin board. Through changes to the voting system developed previously in the Online Voting Project, most legal reservations against electronic voting were rebutted. Previously existing technical security flaws were also eliminated. This brings us one step closer to our objective of making electronic voting feasible at networked polling stations in the short term and using any terminals without any technical, legal or organization problems in the medium to long term. We are assuming that online elections in non-parliamentary elections in Germany are now within the realms of possibility.

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