CHAPTER 1

INTRODUCTION

Voting machines are the total combination of mechanical, electromechanical or electronic equipment (including software, firmware and documentation required to program control and support equipment) that is used to define ballots to cast and count votes to report or display election results and to maintain and produce any audit trail information. The first voting machines were mechanical but it is increasingly more common to use electronic voting machines.

A voting system includes the practices and associated documentation used to identify system components and versions of such components to test the system during its development and maintenance to maintain records of system errors or defects to determine specific changes made after initial certification and to make available any materials to the voter (such as notices, instructions, forms, or paper ballots).

Traditionally, a voting machine has been defined by the mechanism the system uses to cast votes and further categorized by the location where the system tabulates the votes.

Voting machines have different levels of usability, security, efficiency and accuracy. Certain systems may be more or less accessible to all voters or not accessible to those voters with certain types of disabilities. They can also have an effect on the public's ability to oversee elections.

Electronic voting systems may offer advantages compared to other voting techniques. An electronic voting system can be involved in any one of a number of steps in the setup, distributing, voting, collecting and counting of ballots and thus may or may not introduce advantages into any of these steps.

More over it is also important that a false entry should not be made so for this one of the most secure methods for voting is using a biometric sensor like a fingerprint reader.

Fingerprints are one of many forms of biometrics used to identify individuals and verify their identity. Fingerprint recognition or fingerprint authentication refers to the automated method of verifying a match between two human fingerprints.

In this project we will be using a Fingerprint reader for providing access to the voter as well as making a log if the person has voted or not.