# DEVELOPMENT OF ELECTRONIC VOTING SYSTEM USING AGILE AND COMPONENT BASED APPROACH

By

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#### **DECLARATION**

It is hereby declared that this research work titled "Development of Electronic Voting System Using Agile and Component based approach" was undertaken by Mr. Falade Adesola Muritala and is based on his original study in the Department of Computer and Information Sciences, College of Science, Covenant University, Ota, under the supervision of Dr. A. Adebiyi. The ideas and views expressed in this research work are those of the researcher, and the views of other researchers have been duly acknowledged.

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#### **CERTIFICATION**

This is to certified that this research work entitled "Development of Electronic Voting System using Agile and Component based Approach" was carried out by **Falade Adesola** for the award of MSc. Degree in Computer Science in the Department of Computer and Information Sciences, School of Natural and Applied Sciences, College of Science and Technology, Covenant University, Ota, Ogun State.

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## List of Abbreviations and Acronyms

**EVM** : Electronic Voting Machine

**i-Voting** : Internet Voting

**M-Voting** : Mobile Voting

**e-Voting** : Electronic Voting

**K-Voting** : Kiosk Voting

**DRE** : Direct Electronic Recording

**e-Government** : Electronic Government

**SDK** : Solution Development Kit

**DDCM** : Direct Data Capture Machine

**PVC** : Permanent Voters Card

OOP : Object Oriented Programming

**CORBA** : Common Object Request Broker Architecture

**CBSE** : Component Based Software Engineering

**RAS** : Reliability, Availability and Serviceability

**COCOMO** : Constructive Cost Model

**FPA** : Function Point Analysis

**ERP** : Enterprise Resource Planning

**COTS** : Commercial-Off-The-Shelf

**ACM** : Association of Computer Machinery

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## **ABSTRACT**

Voting is an essential and crucial aspect of any election and involve the processes of

electing leaders or representatives into positions of authority in a democratic system of government. This process is usually marred with multiple irregularities such as falsification of results, identity theft, stolen of ballot boxes, multiple voting problems, double voting, over voting, delay in the release of voting results, and electoral fraud just to mention a few as commonly associated problems with elections in developing countries in which Nigeria is no exception. In this research, we aim at solving the various difficulties and anomalies associated with manual based voting processes by using agile development and components based software engineering principles to evolve a robust and reliable electronic voting system that can be used to conduct national election and any other election in the country. This will enhance and guarantee the credibility of the electoral processes and show a true reflection of the wishes of the people. However, the need for speed, reusability and adaptability informed this effort to apply agile and Component based approach (CBSE). The researcher engaged in requirements analysis, design, implementation, and evaluation of the system using RAS benchmark metrics and estimation techniques like function point analysis (FPA) and constructive cost model (COCOMO).