
Developing of anti rigging voting system using biometrics

Biometrics studies commonly include fingerprint, face, iris, voice, signature and hand geometry recognition and verification. Many other modalities are in various stages of development and assessment. Among these available biometric traits Finger Print proves to be one of the best traits providing good mismatch ratio and also reliable. We can design multiple applications by integrating two different technologies viz. EMBEDDED SYSTEMS and BIOMETRICS. This Finger print based Electronic Voting system is one of those applications to control the rigging in elections.

Existing System:

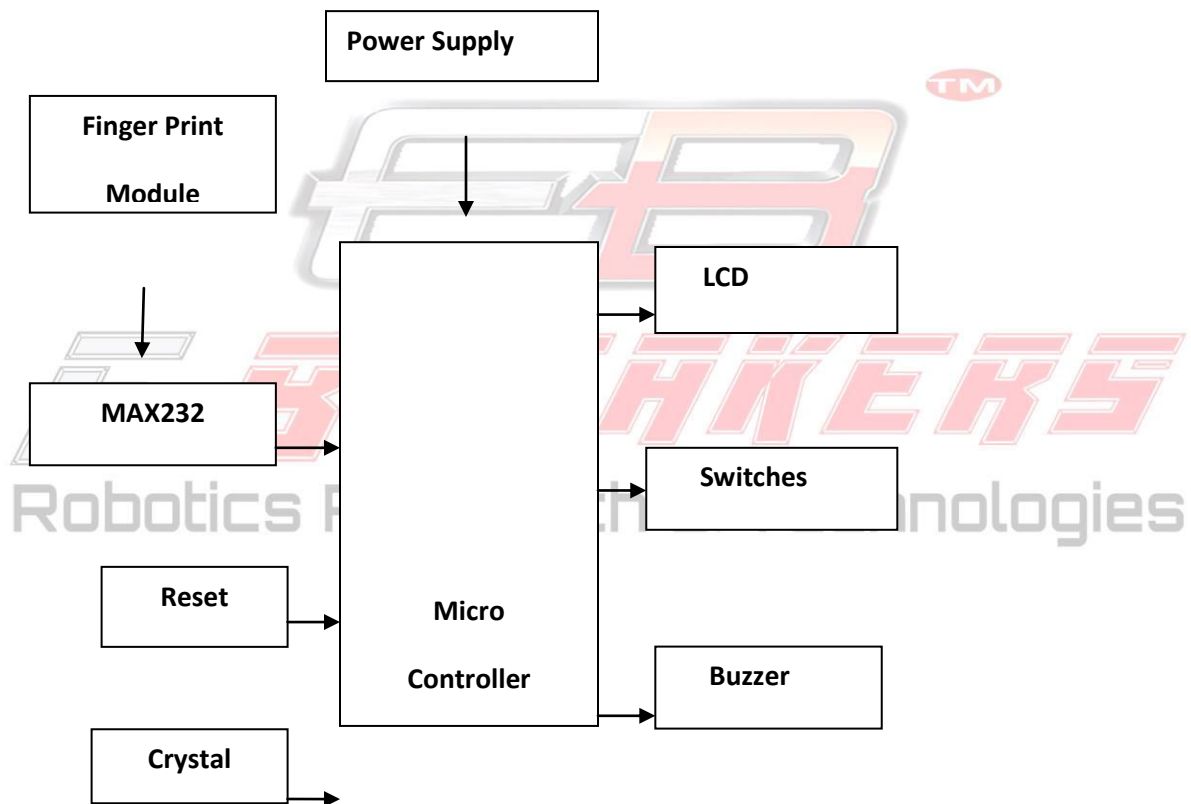
In this project to avoid the rigging voting. System using biometrics. This module can operate in 2 modes i.e., Master mode and User mode. We will be using Master mode to register the fingerprints which will be stored in the ROM present on the scanner with a unique id. In user mode we will be verifying the scanned images with the stored images.

The Proposed System:

When coming to our application Electronic Voting System, The scanner is interfaced with microcontroller through max232 in user mode along with different Button to represent different political parties. Each image corresponding to the each vote will be stored in the memory, for every new vote, the present image will be compared with the already stored images [previous voters]. If any of two images are matched then that vote will be rejected and at the same time buzzer will ring to alert the

corresponding security people in that polling booth. The status like whether vote is accepted or not will be displayed on the LCD.

Block Diagram:



Hard ware Requirements:

- Micro controller
- Finger Print module
- MAX232
- LCD display
- Switches
- Power Supply



Software Requirements:

- Keil Compiler
- Embedded 'C'