



## *Realtime fingerprint-based voting system*

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## **Abstract:**

In this study, the "REAL TIME FINGERPRINT BASED VOTING SYSTEM" is the only method of voting. Security and circumvention of traditional voting system constraints are the primary goals of this approach. The voter's information, including their fingerprint, is saved in the micro controller at the beginning of the registration process. Serial monitors are used as a database in this case. So that an individual's fingerprint can be collected and used for identifying purposes, voters are encouraged to place their fingers on voting booth modules. Afterwards, the impression is delivered to the monitoring unit for verification purposes only." Voter statistics are retrieved by the microcontroller, which then compares them to information that was previously saved in the voter's registration. Voters are authorized to cast their ballots if the numbers are in line with previously established figures. Pushbuttons are used to conduct the voting process manually. The LCD screen displays the welcome information and the names of the parties. When it comes to the results and voter information, they are shown on the screen.

## **Keywords:**

Arduino, Fingerprint, Microcontroller, Voting.