

<b>Course Code</b>	:	<b>BCSL-021</b>
<b>Course Title</b>	:	<b>C Language Programming</b>
<b>Assignment Number</b>	:	<b>BCA(2)/L-021/Assignment/2019-20</b>
<b>Maximum Marks</b>	:	<b>50</b>
<b>Weightage</b>	:	<b>25%</b>
<b>Last date of Submission</b>	:	<b>15th October, 2019 (for July 2019 Session)</b> <b>15th April, 2020 (for January 2020 Session)</b>

**This assignment has one question. Answer the question. This question carries 40 marks. Rest 10 marks are for viva-voce. You may use illustrations and diagrams to enhance the explanation. Please go through the guidelines regarding the assignments given in the programme guide for the format of presentation.**

**Q1.** Write an interactive *C program* which simulates an Electronic Voting Machine (EVM) with the following: **(40)**

- a) To create and insert the candidate's name and assign any special character as "SYMBOL" for voting purpose correspondingly.
- b) To cater to a maximum of 10 contestants from a constituency.
- c) To allow voting by the voters (single vote per person)
- d) To store the poll result candidate-wise in separate files
- d) To display the winner and total no. of votes polled for him/her.
- e) To display the result candidate-wise

**Note:** Assumptions can be made wherever necessary. As on pilot basis EVM can record a maximum of 100 votes. The EVMs don't allow electorates to vote more than once. After the voter presses a particular assigned SYMBOL or option, the vote is recorded.