

REAL TIME POLLING APPLICATION WITH NODE AND REACT TECHNOLOGY

*A project report submitted in partial fulfilment of the requirements for the award of the Degree of
BACHELOR OF TECHNOLOGY*

In

COMPUTER SCIENCE AND ENGINEERING

Submitted by

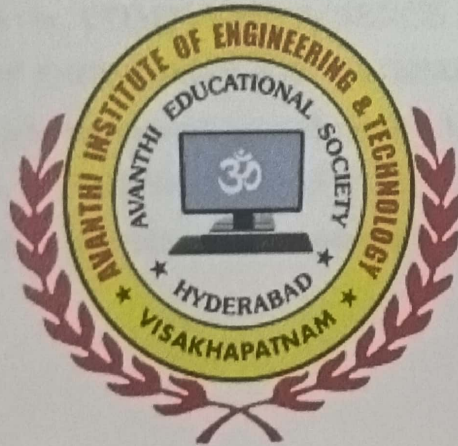
A. HARIKISHORE	<u>Reg. No.</u> 20811A0505
K. NARESH	<u>Reg. No.</u> 20811A0548
K. MANASA	<u>Reg. No.</u> 20811A0551
M. CHANDU	<u>Reg. No.</u> 20811A0560
D. SYAM KUMAR	<u>Reg. No.</u> 21815A0504

Under the guidance of

Ms. N. SARANYA, M. Tech

Assistant professor

Department of Computer Science and Engineering



AVANTHI INSTITUTE OF ENGINEERING & TECHNOLOGY

(Approved by AICTE, New Delhi & Permanently affiliated to JNTU Gurajada Vizianagaram)

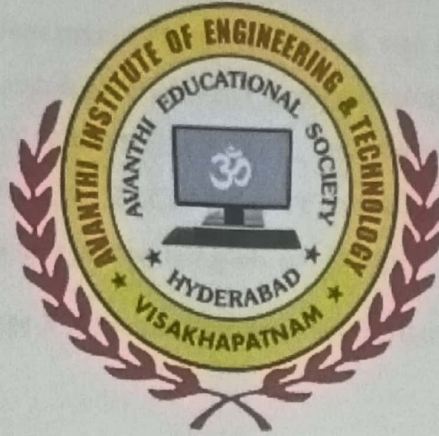
(Accredited by NAAC, UGC & NBA, AICTE)

MAKAVARPALEM, NARSIPATNAM,

VISAKHAPATNAM-531113

(2020-2024)


AVANTHI INSTITUTE OF ENGINEERING & TECHNOLOGY
(Approved by AICTE, New Delhi & Permanently affiliated to JNTU Gurajada Vizianagaram)
(Accredited by NAAC, UGC & NBA, AICTE)
MAKAVARAPALEM, NARSIPATNAM,
VISAKHAPATNAM-531113



CERTIFICATE

This is to certify that the project entitled "REAL TIME POLLING APPLICATION WITH NODE AND REACT TECHNOLOGY" in partial fulfilment for the of degree of Bachelor of Technology in COMPUTER SCIENCE AND ENGINEERING, at AVANTHI INSTITUTE OF ENGINEERING AND TECHNOLOGY, MAKAVARAPALEM, VISAKHAPATNAM is an bonafide work carried out by A. HARIKISHORE (20811A0505), K. NARESH (20811A0548), K. MANASA (20811A0551), M. CHANDU (20811A0560), D. SYAM KUMAR (21815A0504) under the guidance and supervision during 2023-2024.

N. SARANYA
Project Guide


Dr. U. NANAJI
Head of the Department

Head of the Department
Department Of Computer Science & Engineering
Avanthi Institute of Engineering & Technology
Makavarapalem, Anakapalli-531113.

External Examiner

INTRODUCTION

1 ABSTRACT:

The development of digital platforms has transformed the way we interact with many activities, such as polls and surveys. In this day and age, where real-time engagement is critical, the creation of a comprehensive polling application is required. This project wants to give users with an advanced platform that allows them to design, participate in, and view real-time poll results, resulting in a lively and interactive polling experience. The polling program has an easy-to-use interface that is accessible from both the web and mobile devices. Users can join up or log in to the platform, which allows them to effectively develop and maintain their profiles. This specific approach improves user engagement and allows for effortless movement throughout the application. Once logged in, users may easily construct polls using several question forms, such as multiple-choice questions and polls with images. This adaptability meets a wide range of polling purposes, guaranteeing adaptability to different user preferences and requirements.

Users can also explore previous polls published by other users, improving their interactive experience on the platform. The polling program extends its capability to organizers, providing extensive tools for conducting polls quickly. Organizers can sign up or log in to the platform to use features like generating, updating, and removing polls. This administrative capability empowers organizers to customize polls according to specific objectives and preferences, encouraging a customized polling experience.

In short, the polling application is a powerful yet user-friendly platform meant to transform how people interact with polls and surveys. With its user-friendly interface, customizable profiles, flexible question formats, and real-time capability, the application provides a seamless and realistic polling experience for both users and administrators. By facilitating meaningful interaction and informed decision-making, the polling application wants to empower users and organizers to fully utilize the advantages of polling in the digital age.