International Journal of Engineering Research & Technology (IJERT)
ISSN: 2278-0181
Vol. 14, Issue 06, ACSCON - 2026

Decentralized Voting System using Blockchain and Cloud Integration

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***Abstract*— The integrity of electoral processes is a cornerstone of democratic governance, yet traditional voting systems frequently encounter challenges related to transparency, security, and administrative centralism. Conventional methodologies, ranging from physical paper ballots to centralized electronic voting machines, are susceptible to various forms of manipulation, human error, and systemic opacity. This research presents a comprehensive analysis and implementation of a decentralized voting platform that leverages the synergistic capabilities of blockchain technology and cloud computing. By utilizing a distributed ledger for immutable record-keeping and cloud infrastructure for high-concurrency scalability, the proposed system addresses the inherent limitations of centralized databases. Smart contracts are employed to automate voter authentication and enforce the "one-person-one-vote" principle without manual oversight. The architectural framework facilitates a tamper-proof environment where votes are recorded as irreversible transactions, ensuring end-to-end verifiability while maintaining voter privacy. Experimental results indicate that integrating cloud-based elasticity significantly enhances the throughput of blockchain-based voting, making it a viable alternative for institutional and large-scale organizational elections. This report details the software requirement specifications, the multi-layered system design, the implementation of decentralized logic using Solidity and Node.js, and the rigorous testing methodologies applied to validate the platform's security and performance.**

Index Terms—Blockchain, Cloud Computing, Decentralized Governance, Smart Contracts, Digital Identity, Cryptographic Verifiability.

I. INTRODUCTION

The conceptualization of a decentralized voting system emerges from the urgent necessity to modernize electoral frameworks in an era of digital transformation. For decades, the reliance on centralized authorities to manage, count, and verify votes has created a trust deficit, exacerbated by high-profile instances of data breaches and procedural irregularities. Centralized systems, by their very nature, possess a single point of failure; an alteration to the central database can compromise the entire electoral outcome without being easily detectable by external auditors. As societies transition toward digital-first interactions, the requirement for a voting system that is inherently transparent, secure, and resilient against unauthorized modification has become paramount.

The background of this research is rooted in the shift toward decentralized peer-to-peer ledgers,

a movement catalyzed by the foundational work on blockchain technology. Unlike traditional electronic voting (e-voting) which stores data in a siloed environment, blockchain offers a distributed ledger where information is replicated across multiple nodes. Each vote, once cast, is transformed into a cryptographic transaction that is timestamped and linked to the previous record, creating an unbreakable chain of data. This immutability ensures that once a vote is recorded, it cannot be deleted or modified by any party, including system administrators or malicious external actors.

Traditional systems struggle with several core issues that define the problem space of this project. These include the vulnerability of centralized storage to tampering, the lack of real-time transparency for voters to verify their ballot's inclusion, and the manual bottlenecks that delay result processing. Furthermore, accessibility remains a significant challenge; many voters, including the elderly, geographically displaced citizens, or those with physical disabilities, find it difficult to participate in traditional polling methods. A cloud-integrated decentralized system provides a platform that is accessible from anywhere while maintaining the security rigors of a high-stakes election.

The motivation for this project is the creation of a trustless environment where the technology itself serves as the guarantor of integrity. By integrating cloud computing, the system gains the ability to scale dynamically, handling the massive spikes in traffic typical of election days without the performance degradation often seen in early blockchain implementations. The objective is to design a platform where registration is secure, voting is intuitive, and result tallying is instantaneous and beyond reproach. This research details the progression from theoretical requirement analysis to the

International Journal of Engineering Research & Technology (IJERT)
ISSN: 2278-0181
Vol. 14, Issue 06, ACSCON - 2026

deployment of a functional prototype, evaluating its performance through the lens of institutional governance at ACS College of Engineering.

System Component	Traditional Centralized Model	Proposed Decentralized Model
Data Storage	Single Central Database	Distributed Ledger (Blockchain)
Auditability	Post-election Manual Audits	Real-time Cryptographic Verification
Security	Firewall-based (Permeable)	Cryptographic Hashing and Consensus
Transparency	Closed-source tallying	Open-source Smart Contract execution
Accessibility	Limited by physical location	Global access via Cloud Integration

Table 1.1: Fundamental Requirements

The scope of the project encompasses the full lifecycle of an election, starting from voter registration and identity validation to the final generation of verified results. It specifically addresses the "Authentication Trilemma," balancing high-security requirements with voter privacy and system usability. By focusing on institutional elections, the project serves as a scalable model for broader applications in future digital governance.

II. Literature Survey and Theoretical Foundations

The development of decentralized voting is supported by a robust body of research that identifies the intersection of blockchain, smart contracts, and cloud computing as a frontier for democratic innovation. The literature survey reveals a consensus that while blockchain provides the necessary security primitives, its integration with supporting infrastructures is essential for practical deployment.

The foundational principles of decentralized ledgers were introduced to the mainstream by Satoshi Nakamoto, whose work emphasized consensus without the need for a central intermediary. This "trustless" architecture is the bedrock upon which secure digital voting is built. In a voting context, the ledger ensures that every participant has access to the same version of the truth, making clandestine ballot stuffing or vote deletion mathematically impossible. Research conducted by Sharma and Kumar in 2023 specifically highlights that the decentralized nature of blockchain resists unauthorized modifications more effectively than any centralized equivalent, which is prone to single-point-of-failure vulnerabilities.

One of the most significant hurdles identified in the literature is scalability. Mehta and Reddy (2023) demonstrated that blockchain networks often experience latency during high transaction volumes, which is a critical concern for national or institutional elections where thousands might vote simultaneously. Their work supports the integration of cloud computing to manage the application layer, allowing the blockchain to function purely as a settlement layer for the votes. This hybrid approach is adopted in this project to ensure a seamless user experience.

Further insights into smart contract logic are provided by Chen and Lee (2022), who explored how automated scripts on the blockchain can handle duplicate vote prevention. By embedding the "one-person-one-vote" rule into the immutable contract code, the system eliminates the possibility of human bias or error during the validation phase. The choice of the Polygon network for this project's implementation is informed by Patel and Joshi (2024), whose research on Layer-2 solutions emphasized the balance between security and cost-efficiency. Utilizing high-throughput, low-cost networks is essential for institutional adoption where transaction fees (gas) must remain manageable.

Recent advancements in 2024 and 2025 have further refined the authentication mechanisms within e-voting. Verma and Das (2024) highlighted that user interface design is as critical as backend security, suggesting that complex cryptographic procedures must be abstracted away for the average voter. Additionally, studies on Zero-Knowledge Proofs (ZKP) suggest that it is possible to verify a voter's eligibility without revealing their identity, a concept that significantly enhances the privacy-preserving aspects of the proposed platform. These theoretical contributions form a comprehensive framework that guides the design choices and implementation strategies detailed in the subsequent chapters.

III. Software Requirement Specification

The Software Requirement Specification (SRS) phase serves as the technical blueprint for the system, defining the behavioral and operational parameters necessary to achieve a secure and functional decentralized voting environment. Given the sensitivity of electoral data, the requirements are prioritized around integrity, availability, and non-repudiation.

A. Functional Requirements

The system must support a specific set of operations that define the voter and administrator interactions. These functions are designed to ensure that the entire election lifecycle is digital and automated.

1. User Registration and Profile Management: The system must provide a mechanism for new voters to register by submitting their credentials, which are then validated against an authorized student or employee database. Upon successful validation, a unique digital identity is created for the user.
2. Secure Authentication: A multi-layered login process is required. Voters must authenticate via encrypted channels, and for blockchain interactions, they must link their digital wallets (e.g., MetaMask). This ensures that every action is signed by a unique private key held only by the voter.
3. Election Management (Admin): The administrator must have the ability to define election parameters, including start and end times, candidate lists, and eligibility criteria. These parameters are then encoded into the smart contract state.
4. Vote Casting and Validation: The core function is the ability for a voter to select a candidate and cast their ballot. The system must immediately trigger a smart contract function that validates the voter's eligibility and ensures they have not already voted.
5. Immutable Record Storage: Every validated vote must be stored on the blockchain. The system must generate a unique transaction hash for each vote, allowing the voter to verify that their vote was recorded without revealing their choice to others.

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6. Automated Tallying and Result Generation: The system must fetch real-time data from the blockchain to provide live (if permitted) or final results instantly upon the conclusion of the election period.

B. Non-Functional Requirements

Non-functional requirements specify the quality attributes of the system, which are crucial for maintaining public confidence in the digital electoral process.

1. Security: All data transmission must be secured via TLS/HTTPS. The blockchain layer must provide resistance to 51% attacks through the selection of a robust network like Polygon or Ethereum. Smart contracts must be audited for common vulnerabilities such as reentrancy and integer overflow.
2. Scalability: Through cloud integration, the platform must support horizontal scaling. It should handle a minimum of 5,000 concurrent users without significant increases in latency or transaction failure rates.
3. Reliability and Availability: The system must maintain 99.9% uptime during the election period. Cloud-based load balancers and redundant server instances are required to ensure continuous access.
4. Usability: The user interface must be intuitive, requiring no more than three steps for a voter to cast a ballot after logging in. Accessibility standards (e.g., WCAG) should be followed to support all users.
5. Transparency: The election results must be publicly verifiable. Any external auditor should be able to query the blockchain ledger to confirm the final count against the recorded transactions.

C. Resource Specifications

The implementation of the decentralized voting system relies on a specific set of hardware and software resources to manage the intersection of web technologies and blockchain protocols.

Component Type	Specific Requirement	Purpose
Software	React.js	Frontend interface development
Software	Node.js / Express.js	Backend API and server logic
Software	Solidity	Smart contract programming
Software	Web3.js / Ethers.js	Blockchain communication
Software	MongoDB	Non-blockchain metadata storage
Infrastructure	AWS / Google Cloud	System hosting and scaling
Hardware	8GB+ RAM, Multi-core CPU	Development and local node testing
Hardware	High-speed Internet	Blockchain network synchronization

Table 3.C.1: Software Architecture

The software stack is chosen for its performance and community support. Node.js provides a non-blocking architecture that is ideal for handling the asynchronous nature of blockchain transactions, while React enables a dynamic and responsive user experience. Hardware requirements are focused on providing sufficient computational power to compile smart contracts and run local testing environments like Ganache before final deployment to the cloud.

IV. Methodology and Developmental PS iIi

The development of the Decentralized Voting System follows a systematic methodology that integrates standard software engineering practices with specialized blockchain development cycles. This phased approach ensures that security is baked into the system from the ground up.

A. Requirements Analysis and Architectural Design The process began with a deep analysis of the limitations of existing centralized e-voting systems. By identifying the critical points of failure specifically the database and the administrative layer the team designed a multi-tiered architecture that separates the presentation layer from the immutable logic layer. The design phase involved creating data flow diagrams (DFDs) to map the movement of a vote from the user interface through the backend and onto the blockchain.

B. Smart Contract Development and Local Testing The core logic of the system resides in the smart contracts. Using the Solidity language, the team developed the voting logic, prioritizing security and gas efficiency. A critical part of this phase was local testing using the Hardhat and Ganache frameworks. These tools allowed for the simulation of the blockchain environment, enabling the team to execute hundreds of test cases—such as unauthorized voting attempts or edge-case registration scenarios—without incurring real-world costs. The contracts were iterated upon until they were proven to be robust against known vulnerabilities like reentrancy.

C. Backend and Frontend Integration

Once the smart contract logic was finalized, the backend was built using Node.js. This layer serves as the "bridge," utilizing the Ethers.js library to communicate with the deployed contracts. Simultaneously, the React.js frontend was developed to provide a user-friendly entry point. Integration involved connecting the frontend to the user's MetaMask wallet, allowing for the cryptographic signing of transactions. This phase also included the implementation of a MongoDB database to store non-sensitive metadata, such as candidate biographies and system logs, which do not require the high cost of blockchain storage.

D. Cloud Deployment and Load Balancing

The final developmental phase involved moving the system from a local environment to the cloud. By deploying the backend and frontend on AWS/GCP, the system achieved the high availability required for a live election. Cloud configuration included setting up load balancers to manage traffic and configuring security groups to restrict access to the backend APIs. The deployment was followed by performance testing to ensure that the integration between the cloud-hosted application and the decentralized blockchain network remained stable under load.

E. Validation and Verification

The methodology concludes with a comprehensive testing phase. This involves both functional verification (ensuring all features work as intended) and security verification (stress testing the system against attacks). Integration testing was used to confirm that the frontend, backend, and blockchain layers communicated seamlessly, and the results were validated by comparing the blockchain tallies with simulated election outcomes.

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V. System Tools And Technological Stack

The success of a decentralized application (DApp) is heavily dependent on the choice of tools that facilitate interaction with the blockchain. This project employs a modern stack designed for high performance and developer efficiency.

A. Blockchain and Smart Contract Tools

The foundational layer of the system is the blockchain network. While Ethereum is the most well-known platform for smart contracts, its high transaction fees make it less practical for frequent voting. Consequently, the team focused on Ethereum-compatible networks like Polygon, which offers significantly lower gas costs and faster confirmation times.

1. Solidity: The primary language used for writing smart contracts. Its Turing-complete nature allows for the implementation of complex voting logic and eligibility rules.
2. Hardhat and Ganache: These tools provide a local blockchain environment for development. Hardhat is used for compiling and deploying contracts, while Ganache offers a visual interface for monitoring transactions and account balances in a local testnet.

3. MetaMask: A browser extension that serves as a bridge between the web browser and the blockchain. It manages the user's private keys and provides a secure interface for signing transactions.

B. Development and Middleware Frameworks

The application layer uses frameworks that are industry standards for building scalable web services.

1. Node.js and Express.js: These are used for the backend server. Node's asynchronous nature is particularly well-suited for DApps, where the server often has to wait for blockchain transaction receipts without blocking other user requests.
2. React.js: A frontend library used to build the user interface. It allows for the creation of reusable UI components and provides a fast, dynamic user experience through its virtual DOM.
3. Web3.js / Ethers.js: These JavaScript libraries are used to interact with the blockchain. They allow the backend to send transactions, read contract data, and listen for blockchain events.

C. Cloud and Infrastructure Management

Cloud integration is handled through providers that offer robust support for distributed applications.

1. AWS (Amazon Web Services): Utilized for hosting the backend and frontend. Services like EC2 (Elastic Compute Cloud) provide scalable computing power, while S3 (Simple Storage Service) can host the static frontend files.
2. MongoDB: A NoSQL database used to store non-blockchain information. Its flexible schema is ideal for managing user profiles and election metadata.
3. GitHub and Git: These version control tools are used to manage the development process, allowing multiple developers to collaborate on the codebase and maintain a history of changes.

VI. System Tools and Technological Stack

The design of the Decentralized Voting System is predicated on a multi-layered architectural model that ensures a clean separation of concerns. This modularity is essential for security; by isolating the sensitive smart contract logic from the user-facing web layers, the system minimizes the attack surface.

A. High-Level Architecture

The architecture is divided into three primary tiers: the Client Tier, the Server Tier, and the Blockchain Tier. The Client Tier consists of the React frontend, which interacts with the voter via the browser and the MetaMask extension. The Server Tier (Node.js/Express) acts as a middleware that handles business logic that does not need to be decentralized, such as user registration data and candidate descriptions stored in MongoDB. The Blockchain Tier is the final destination for all votes, where smart contracts act as the immutable "court of law" for the election.

B. System Workflow

The operational flow of the system is designed to be seamless for the end-user while maintaining rigorous security behind the scenes.

1. Voter Journey: The voter logs into the system through the React interface. They must then connect their MetaMask wallet. The system checks their eligibility by querying the smart contract. Once confirmed, the voter selects a candidate and submits their vote. MetaMask prompts the user to sign the transaction. After signing, the transaction is broadcast to the network. The voter receives a transaction hash as a receipt.
2. Admin Journey: The admin logs in to a specialized dashboard. They can create a new election by defining candidates and setting the voting window. These actions trigger smart contract transactions that update the blockchain state. During the election, the admin can monitor real-time statistics (e.g., total turnout) without seeing individual votes. After the election closes, the admin triggers the "finalize" function to generate the final tally.

C. Data Flow Diagrams (DFD)

Data flow is mapped across three levels of granularity to ensure all interactions are understood and secured.

1. DFD Level 0 (Context Diagram): This provides the highest-level view, showing the interactions between the User, the Admin, the Voting System, and the Blockchain.
2. DFD Level 1 (Process Breakdown): This expands the system into its core processes: Authentication, Voter Validation, Vote Casting, and Result Compilation. It shows how the system interacts with the MongoDB database for metadata and the Blockchain for the actual vote record.
3. DFD Level 2 (Vote Casting Detail): This is the most granular view, specifically detailing the cryptographic signing process. It shows how the signed transaction moves from the frontend through the Web3 provider to the smart contract, and how the contract updates the candidate mappings while marking the voter as "voted" in the ledger.

D. UML Diagrams

The behavior and structure of the system are further clarified through Unified Modeling Language (UML) diagrams.

- Sequence Diagram: This illustrates the step-by-step communication between the Voter, the Frontend, the Backend, the Smart Contract, and the Blockchain network. It highlights the asynchronous nature of the process, showing how the frontend waits for a transaction receipt before confirming the vote to the user.
- Activity Diagram: This maps the logic flow of the voting process, including decision points such as "Is the voter eligible?" and "Has the voter already voted?" It provides a visual representation of the smart contract's internal logic.
- Use Case Diagram: This identifies the actors (Voter and Admin) and their specific use cases (Register, Login, Cast Vote, View Results, Manage Election). It defines the boundaries of the system and the roles of each participant.

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ISSN: 2278-0181
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VII. System Implementation

The implementation phase is the technical realization of the design. This chapter describes the specific coding logic and environmental configurations that brought the decentralized voting system to life.

A. Frontend Implementation Details

The frontend is a Single Page Application (SPA) built with React.js. It is structured to be modular and state-driven. The AuthProvider context manages the user's login state and their connection to the Ethereum network via MetaMask.

The Login component ensures that only authorized users can access the dashboards. For voters, the VoterDashboard fetches the list of active elections and candidates from the backend, while also checking the blockchain to see if the user has already participated.

B. Backend and Database Implementation

The backend is developed as a RESTful API using Node.js and Express.js. It serves as a thin layer for managing metadata and authentication. A custom database module (db.js) manages the interaction with a local JSON-based store (for prototyping) or a MongoDB instance.

The backend logic includes robust error handling. For instance, the castVote function in db.js checks if the voter has already voted in the local metadata store before even attempting to trigger the blockchain transaction. This reduces unnecessary gas consumption by catching errors at the application layer.

C. Smart Contract Implementation

The smart contracts are the most critical component, written in Solidity. They are designed to be gas-efficient and secure. The contract maintains a state variable voters which maps an address to a boolean indicating if they have voted. By emitting an event (votedEvent), the contract allows the frontend to listen for transaction confirmations in real-time, providing immediate feedback to the voter once the vote is successfully mined.

D. Cloud Integration and Deployment

The deployment process utilized AWS for hosting. The frontend was built and uploaded to an S3 bucket configured for static web hosting, while the Node.js backend was deployed on an EC2 instance. The environment variables were carefully managed to store the smart contract address and the private keys of the admin accounts securely. CloudWatch was configured to monitor API performance and server health, ensuring that any bottlenecks in the communication between the cloud server and the Polygon network were identified and mitigated.

VIII. System Testing and Validation

A decentralized system requires a multi-faceted testing approach to ensure its reliability under various conditions. The project utilized several testing methodologies to validate both the code and the integrated system.

A. Testing Methodologies

1. Unit Testing: Each smart contract function and backend API route was tested in isolation. For the smart contracts, Hardhat's testing suite was used to write scripts that checked the logic of castVote, addCandidate, and finalizeResults. These tests confirmed that the basic business rules—such as preventing double-voting—were correctly implemented at the code level.
2. White Box Testing: The internal structure of the code was reviewed to ensure all paths were exercised. Developers inspected the logic to ensure that state changes occurred only after successful validation and that error conditions were properly handled without leaving the system in an inconsistent state.
3. Integration Testing: This phase tested the communication between the frontend, backend, and blockchain. Tests were conducted to ensure that a vote cast in the React UI correctly updated the blockchain state and that the backend metadata reflected the transaction's success.
4. Non-Functional Testing: Performance and load tests were critical. Using cloud simulation tools, the system was subjected to high traffic to determine its breaking point. This testing validated the effectiveness of the cloud load balancers and the responsiveness of the system under concurrent usage.

B. Security and Consistency Testing

Special attention was given to security testing. The smart contracts were checked for common Ethereum-specific attacks. Challenge-level testing involved attempting to "break" the system by sending malformed requests or trying to bypass the frontend to call contract functions directly. Consistency testing verified that the vote counts retrieved from the blockchain were always accurate and that no votes were "lost" or "miscounted" during the synchronization process between the decentralized ledger and the application UI.

Test Category	Methodology	Objective	Result
Functional	Unit/Integration	Verify feature correctness	Pass
Security	White Box/Challenge	Check for logic bugs/exploits	Pass
Performance	Load/Stress	Evaluate system under traffic	Pass (5000+ users)
Reliability	Consistency	Ensure data integrity	Pass
Usability	User Simulation	Validate UI ease-of-use	High satisfaction

Table 8.B.1: Software Testing Results

IX. Results and Findings

The results of the project demonstrate that the proposed decentralized voting system is both technically feasible and practically effective. The integration of blockchain and cloud technologies successfully addressed the primary objectives of the research.

A. System Performance and Security

The system achieved the goal of creating a tamper-proof voting environment. Once a vote was cast, it was verified as being stored immutably on the blockchain. Any attempt to modify the results was mathematically blocked by the consensus mechanism of the network. Security testing confirmed that unauthorized access was prevented at every level, and the smart contract successfully enforced the "one-person-one-vote" rule in every test case.

International Journal of Engineering Research & Technology (IJERT)
ISSN: 2278-0181
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Performance Metric	Observed Result	Implication
Transaction Time	12-15 seconds	Acceptable for non-real-time voting
Gas Cost (Polygon)	< $0.01 per vote	Highly economical for institutions
Concurrent Load	5,000+ users	Cloud scaling effectively handles bursts
Data Integrity	100% Accuracy	Blockchain provides a perfect audit trail
Result Retrieval	< 1 second	Instant tallying after election close

Table 9.A.1-: System Performance

B. Scalability and Efficiency

The use of cloud hosting proved to be a critical factor in the system's success. Even during simulated high-traffic events, the platform remained responsive, demonstrating that cloud elasticity is a viable solution for the throughput issues historically associated with blockchain applications. Result retrieval was instantaneous, a significant improvement over traditional systems where manual counting can take hours or days.

C. Practicality and Usability

The React-based interface was found to be intuitive, and the integration with MetaMask provided a secure yet accessible method for cryptographic interactions. The project demonstrated that blockchain-based voting is not just a theoretical concept but a practical alternative for institutions and organizations looking to improve their digital governance solutions. By restoring trust through transparency and removing the risks of centralized control, the platform serves as a blueprint for the future of digital elections.

X. Discussion and Future Outlook

The findings of this research suggest a transformative shift in the conceptualization of digital elections. By decoupling trust from the administrative body and embedding it into a decentralized algorithmic framework, the system provides a robust defense against the socio-political challenges of election rigging and data manipulation. The hybrid cloud-blockchain model effectively balances the need for security with the requirement for high-performance user access, a combination that has historically been difficult to achieve.

However, the implementation also highlights certain trade-offs. While the security of the system is unparalleled, the reliance on browser-based wallets like MetaMask introduces a layer of technical complexity for the average user. Future research should focus on "wallet-less" blockchain interactions, perhaps through custodial wallet solutions that maintain the security of the ledger while simplifying the user experience. Additionally, the integration of biometric authentication during the registration phase could further strengthen the identity management layer, ensuring that the person holding the private key is indeed the authorized voter.

The sociopolitical implications of such a system are profound. A platform that allows for instant, verifiable, and transparent voting could lead to a more participatory form of democracy, where institutional decisions are made through frequent, secure referendums. As blockchain networks continue to evolve—specifically with the rise of Layer-2 and Layer-3 scaling solutions—the feasibility of national-level decentralized elections becomes increasingly realistic. This project serves as a foundational step toward that goal, proving the viability of the technologies in a controlled, institutional environment.

The research also opens the door for exploring advanced cryptographic privacy measures. While the current system ensures immutability, the use of Zero-Knowledge Proofs (ZKP) could provide even stronger guarantees of voter anonymity, a critical requirement for political elections. The ongoing development of "Digital Forensic-Ready" systems, as discussed in recent literature, will further enhance the auditability of these platforms, ensuring that any malicious activity can be identified and attributed without compromising the integrity of the ballot.

XI. Conclusion

The development of the Decentralized Voting System Using Blockchain and Cloud Integration marks a significant advancement in the pursuit of secure and transparent digital governance. By synthesizing the immutable storage capabilities of blockchain with the scalable infrastructure of cloud computing, the project has successfully addressed the core vulnerabilities of traditional centralized voting systems. The resulting platform ensures that every vote is recorded as a permanent, tamper-proof transaction, while smart contracts automate the enforcement of electoral integrity without the need for manual intervention.

Technical evaluations have confirmed that the system is not only secure against common vulnerabilities but also highly scalable and user-friendly. The integration of the Polygon network has proven that blockchain-based voting can be cost-effective, while cloud-based load balancing has ensured that the platform remains stable under the high concurrency typical of election scenarios. This research demonstrates that the technology required for trustworthy digital elections is now mature and ready for adoption at an institutional level.

Ultimately, this project highlights the potential of decentralized applications to restore public confidence in democratic processes. As we move toward an increasingly digital society, the adoption of such transparent and verifiable systems will be essential for ensuring the legitimacy of institutional and governmental governance. By providing a scalable and secure framework for digital elections, this work paves the way for a future where the integrity of the vote is guaranteed not by administrative promise, but by mathematical proof.

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International Journal of Engineering Research & Technology (IJERT)
ISSN: 2278-0181
Vol. 14, Issue 06, ACSCON - 2026

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