



OPERATOR GUIDE

Setup, testing, results and reset



1 Connect and test every physical button.

2 Open Serial Monitor at 9600 baud.

3 Use the protected results and reset controls.

Keep this booklet near the voting machine

Arduino Uno button pins

Party 1-5

D2, D3, D4, D5, D6

Party 6

A0

GREEN

A1

RED

A2

BUTTON CONNECTION

Connect the other side of every button to GND. INPUT_PULLUP is enabled, so no external button resistors are needed.

SERIAL DISPLAY

Upload the sketch, open Tools > Serial Monitor, and select 9600 baud. OLED mode is currently disabled.

1

Confirm the ready screen

Serial Monitor must show VOTING READY and all six party names.

2

Test all eight buttons

Verify BUTTON: PARTY 1 through 6, BUTTON: GREEN, and BUTTON: RED are printed.

3

Test confirmation

Choose a party. Check that GREEN saves one vote and RED adds no vote.

4

Begin the demonstration

Return to VOTING READY before allowing the first voter to proceed.

VOTES PERSIST

Vote totals are stored in EEPROM. Turning off, resetting, or re-uploading normally does not clear them.

Open the protected results

1

At VOTING READY

Hold GREEN and RED together for 2 seconds, then release both.

2

Enter passcode 2614

Press Party 2, Party 6, Party 1, Party 4, then press GREEN once.

3

Read the totals

Serial Monitor lists every party, its vote count, and the leading party or tied parties.

RESET EVERY VOTE

While RESULTS is displayed, hold GREEN continuously for 3 seconds. Wait for VOTES RESET. This permanently writes six zero totals to EEPROM.

RETURN

Press RED once from the results screen to return to VOTING READY.