# Podcast Plus: A Redux - Inspired Podcast App with Dynamic Themes for Android

#### 1. Abstract:

Podcast Plus is an advanced podcast application on Android that allows any user looking for an audio streaming application, to enjoy an improved and modified experience. The application based on Redux architecture principles, offers state management systems which are specifically temporal and considerate for the user experience. The application also features graphical switches allowing the users to change the skin of the application to their preference but still following the Material Design principles.

The application offers podcast listeners easy contemplation on discovering new podcasts to listen to, having control over playback and search options, these options are capable of satisfying many podcast lovers needs. Podcast Plus complements modern state implementation with responsive design in order to provide developers with maintainable and extensible solutions and desktop endusers with applications that are quite simple to operate, as this is true in any case. This project illustrates the interaction of functional programming principles with the real-life world and shows how the next generation of podcast applications should be.

#### **Key functionalities include:**

- ❖ Podcast Discovery: Explore, search, and get personalized recommendations.
- ❖ Podcast Playback: Stream, download, control playback, and sync progress.
- **Dynamic Themes:** Customize themes and support for dark mode.
- **State Management:** Efficient, predictable app behavior with Redux.
- **User Profile:** Manage preferences, favorites, and notifications.
- ❖ Material Design: Modern, responsive, and user-friendly interface.
- **Future Features:** Social sharing, cloud sync, and voice assistant support.

#### 2. Introduction:

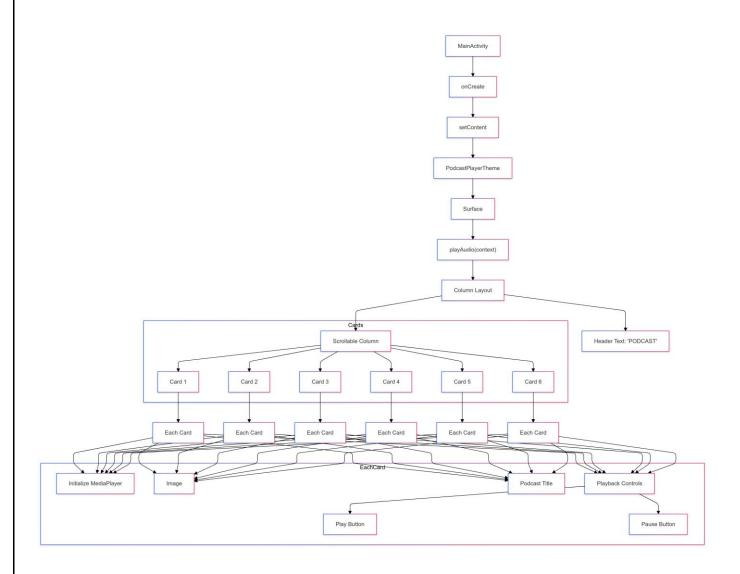
Podcasts have fundamentally changed the manner in which people listen to audio content. Educational, informative and entertaining, so much content is now available to people where the greatest limitation is only the time. As the number of podcasts continues to increase, more and better applications which can accommodate these podcasts are on high demand. Podcast Plus answers this need by giving a novel and very flexible solution for podcast search and listening experiences.

As a project, Podcast Plus is envisaged as an Android application with an easy to use interface, in which the state of the application is managed through the implementation of a Redux architecture. Redux which is infamous for its predictability and ease of scale ensures that there is a robust and interactive interface as the application scale in size. The app incorporates static and dynamic effects to enhance the user experience by allowing for dynamic theme changing where users can choose from different designs that they find appealing.

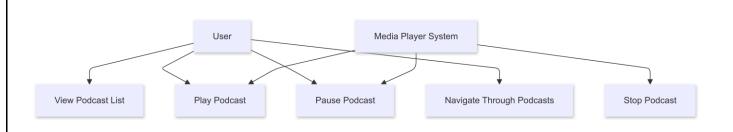
Podcast Plus is developed based on material design canvas and thus has a user-friendly modern interface that allows the users to use its features with ease. The app is focused on podcast lovers in all aspects, from discovering new podcasts to organizing playlists and their playback, while high speed and stability remain intact.

The paper addresses the design and implementation of Podcast Plus focusing on its architecture, features, and future improvements. With this application, we will try to achieve the highest standard for Android podcast applications in terms of the usability and visual design.

# 3. Data flow diagram:



# 4. Use case diagram:



## 5. Requirements:

## 1. Software Requirement:

#### **1.1 Operating System:**

- Windows 10 or later
- macOS Mojave (10.14) or later
- **Linux** Ubuntu 18.04 or later
- **Target Platform**: Android 8.0 (Oreo) or later

#### **1.2 Development Tools:**

- **IDE**: Android Studio (latest version)
- **Programming Languages**: Kotlin (primary), Java (optional)
- Build System: Gradle
- Libraries/Frameworks:
  - **Jetpack Compose** for UI design
  - MediaPlayer for audio playback
  - Android SDK (appropriate version)
  - Material Design for UI components
- **Version Control**: Git (GitHub or GitLab)
- Testing Tools:
  - JUnit for unit testing
  - Espresso for UI testing
  - Mockito for mocking in unit tests

#### 1.3 Other Software:

- **Database**: Room (for local storage if applicable)
- **Networking**: Retrofit or Volley (for podcast data fetching)
- **Authentication (optional)**: Firebase (if using authentication or notifications)

## 2. Hardware Requirements

#### **2.1 Development Machine:**

• Minimum:

• **Processor**: Intel Core i5 or equivalent

• **RAM**: 8 GB

• Storage: 128 GB SSD

• Recommended:

• **Processor**: Intel Core i7 or equivalent

• **RAM**: 16 GB or higher

• **Storage**: 256 GB SSD or higher

#### **2.2 Testing Devices**:

 Android Devices: Smartphones and Tablets running Android 8.0 (Oreo) or higher (preferably a mix of screen sizes for testing)

• **Emulators**: Android Virtual Device (AVD) for testing on different device configurations

#### 2.3 Additional Hardware (optional):

- **Microphone**: For recording podcast audio (if you plan to integrate recording features)
- **Speakers/Headphones**: For testing audio playback

### 6. Sample Program Code:

```
package com.example.podcastplayer
import android.content.Context
import android.media.MediaPlayer
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.BorderStroke
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.rememberScrollState
import androidx.compose.foundation.verticalScroll
import androidx.compose.material.*
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.em
import androidx.compose.ui.unit.sp
import com.example.podcastplayer.ui.theme.PodcastPlayerTheme
class MainActivity : ComponentActivity() {
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
      setContent {
         PodcastPlayerTheme {
           // A surface container using the 'background' color from the theme
           Surface(
              modifier = Modifier.fillMaxSize(),
              color = MaterialTheme.colors.background
           ) {
              playAudio(this)
    }
```

```
@Composable
fun playAudio(context: Context) {
  Column(modifier = Modifier.fillMaxSize()) {
    Column(horizontalAlignment = Alignment.CenterHorizontally, verticalArrangement
Arrangement.Center) {
      Text(text = "PODCAST",
         modifier = Modifier.fillMaxWidth(),
         textAlign = TextAlign.Center,
         color = Color(0xFF6a3ef9),
         fontWeight = FontWeight.Bold,
         fontSize = 36.sp,
         style = MaterialTheme.typography.h1,
         letterSpacing = 0.1.em
      )
    }
    Column(modifier = Modifier
       .fillMaxSize()
       .verticalScroll(rememberScrollState())) {
      Card(
         elevation = 12.dp,
         border = BorderStroke(1.dp, Color.Magenta),
         modifier = Modifier
           .padding(16.dp)
           .fillMaxWidth()
           .height(250.dp)
      )
         val mp: MediaPlayer = MediaPlayer.create(context, R.raw.audio)
         Column(
           modifier = Modifier.fillMaxSize(),
           horizontalAlignment = Alignment.CenterHorizontally
         ) {
           Image(
              painter = painterResource(id = R.drawable.img),
              contentDescription = null,
              modifier = Modifier
                .height(150.dp)
                .width(200.dp),
              )
           Text(
```

```
text = "GaurGopalDas Returns To TRS - Life, Monkhood & Spirituality",
       textAlign = TextAlign.Center,
       modifier = Modifier.padding(start = 20.dp, end = 20.dp)
    )
    Row() {
       IconButton(onClick = { mp.start() }, modifier = Modifier.size(35.dp)) {
            painter = painterResource(id = R.drawable.play),
            contentDescription = ""
         )
       }
       IconButton(onClick = { mp.pause() }, modifier = Modifier.size(35.dp)) {
         Icon(
            painter = painterResource(id = R.drawable.pause),
            contentDescription = ""
         )
     }
}
Card(
  elevation = 12.dp,
  border = BorderStroke(1.dp, Color.Magenta),
  modifier = Modifier
     .padding(16.dp)
     .fillMaxWidth()
     .height(250.dp)
)
  val mp: MediaPlayer = MediaPlayer.create(context, R.raw.audio_1)
  Column(
    modifier = Modifier.fillMaxSize(),
    horizontalAlignment = Alignment.CenterHorizontally
  ) {
    Image(
       painter = painterResource(id = R.drawable.img_1),
       contentDescription = null,
       modifier = Modifier
         .height(150.dp)
         .width(200.dp)
    )
    Text(
```

```
text = "Haunted Houses, Evil Spirits & The Paranormal Explained | Sarbajeet
Mohanty",
              textAlign = TextAlign.Center,
              modifier = Modifier.padding(start = 20.dp, end = 20.dp)
            )
            Row() {
              IconButton(onClick = { mp.start() }, modifier = Modifier.size(35.dp)) {
                Icon(
                   painter = painterResource(id = R.drawable.play),
                   contentDescription = ""
                )
              IconButton(onClick = { mp.pause() }, modifier = Modifier.size(35.dp)) {
                   painter = painterResource(id = R.drawable.pause),
                   contentDescription = ""
       }
       Card(
         elevation = 12.dp,
         border = BorderStroke(1.dp, Color.Magenta),
         modifier = Modifier
            .padding(16.dp)
            .fillMaxWidth()
            .height(250.dp)
       )
         val mp: MediaPlayer = MediaPlayer.create(context, R.raw.audio_2)
         Column(
            modifier = Modifier.fillMaxSize(),
            horizontalAlignment = Alignment.CenterHorizontally
         ) {
              painter = painterResource(id = R.drawable.img_2),
              contentDescription = null,
              modifier = Modifier
                 .height(150.dp)
                 .width(200.dp)
```

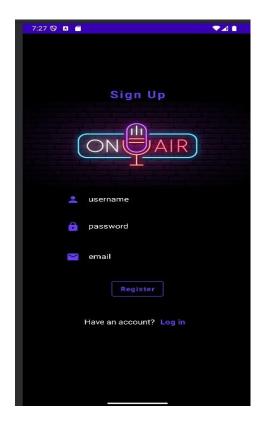
```
)
    Text(
       text = "Kaali Mata ki kahani - Black Magic & Aghoris ft. Dr Vineet Aggarwal",
       textAlign = TextAlign.Center,
       modifier = Modifier.padding(start = 20.dp, end = 20.dp)
    )
    Row() {
       IconButton(onClick = { mp.start() }, modifier = Modifier.size(35.dp)) {
            painter = painterResource(id = R.drawable.play),
            contentDescription = ""
       }
       IconButton(onClick = { mp.pause() }, modifier = Modifier.size(35.dp)) {
            painter = painterResource(id = R.drawable.pause),
            contentDescription = ""
         )
       }
}
Card(
  elevation = 12.dp,
  border = BorderStroke(1.dp, Color.Magenta),
  modifier = Modifier
     .padding(16.dp)
     .fillMaxWidth()
     .height(250.dp)
)
  val mp: MediaPlayer = MediaPlayer.create(context, R.raw.audio_3)
  Column(
     modifier = Modifier.fillMaxSize(),
    horizontalAlignment = Alignment.CenterHorizontally
  ) {
    Image(
       painter = painterResource(id = R.drawable.img_3),
       contentDescription = null,
       modifier = Modifier
          .height(150.dp)
          .width(200.dp),
```

```
)
    Text(
       text = "Tantra Explained Simply | Rajarshi Nandy - Mata, Bhairav & Kamakhya Devi",
       textAlign = TextAlign.Center,
       modifier = Modifier.padding(start = 20.dp, end = 20.dp)
    )
    Row() {
       IconButton(onClick = { mp.start() }, modifier = Modifier.size(35.dp)) {
            painter = painterResource(id = R.drawable.play),
            contentDescription = ""
       }
       IconButton(onClick = { mp.pause() }, modifier = Modifier.size(35.dp)) {
            painter = painterResource(id = R.drawable.pause),
            contentDescription = ""
         )
       }
}
Card(
  elevation = 12.dp,
  border = BorderStroke(1.dp, Color.Magenta),
  modifier = Modifier
     .padding(16.dp)
     .fillMaxWidth()
     .height(250.dp)
)
  val mp: MediaPlayer = MediaPlayer.create(context, R.raw.audio_4)
  Column(
    modifier = Modifier.fillMaxSize(),
    horizontalAlignment = Alignment.CenterHorizontally
  ) {
    Image(
       painter = painterResource(id = R.drawable.img_4),
       contentDescription = null,
       modifier = Modifier
         .height(150.dp)
         .width(200.dp),
```

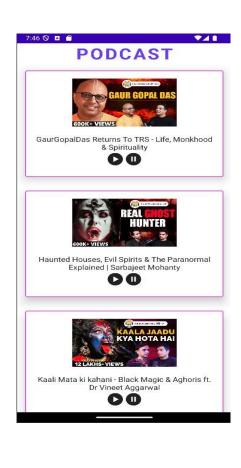
```
)
    Text(
       text = "Complete Story Of Shri Krishna - Explained In 20 Minutes",
       textAlign = TextAlign.Center,
       modifier = Modifier.padding(start = 20.dp, end = 20.dp)
    )
    Row() {
       IconButton(onClick = { mp.start() }, modifier = Modifier.size(35.dp)) {
            painter = painterResource(id = R.drawable.play),
            contentDescription = ""
       }
       IconButton(onClick = { mp.pause() }, modifier = Modifier.size(35.dp)) {
            painter = painterResource(id = R.drawable.pause),
            contentDescription = ""
         )
       }
}
Card(
  elevation = 12.dp,
  border = BorderStroke(1.dp, Color.Magenta),
  modifier = Modifier
     .padding(16.dp)
     .fillMaxWidth()
     .height(250.dp)
)
  val mp: MediaPlayer = MediaPlayer.create(context, R.raw.audio_5)
  Column(
    modifier = Modifier.fillMaxSize(),
    horizontalAlignment = Alignment.CenterHorizontally
  ) {
    Image(
       painter = painterResource(id = R.drawable.img_5),
       contentDescription = null,
       modifier = Modifier
         .height(150.dp)
         .width(200.dp),
```

```
)
         Text(
            text = "Mahabharat Ki Poori Kahaani - Arjun, Shri Krishna & Yuddh - Ami Ganatra ",
            textAlign = TextAlign.Center,
            modifier = Modifier.padding(start = 20.dp, end = 20.dp)
         )
         Row() {
            IconButton(onClick = { mp.start() }, modifier = Modifier.size(35.dp)) {
                 painter = painterResource(id = R.drawable.play),
                 contentDescription = ""
            }
            IconButton(onClick = { mp.pause() }, modifier = Modifier.size(35.dp)) {
                 painter = painterResource(id = R.drawable.pause),
                 contentDescription = ""
            }
         }
       }
    }
  }
}
```

# 7. Output







#### 8. Conclusion:

Podcast Plus demonstrates the integration of Redux-based state management, dynamic theming, and user-focused design to create a modern, intuitive Android podcast app. With features like smart content discovery, advanced playback controls, and seamless customization, the app stands out for its unique user experience. By incorporating Material Design principles and scalability, Podcast Plus delivers a sleek, user-friendly interface. Its forward-looking approach, including potential features like cloud sync, social sharing, and voice assistant integration, ensures its competitive edge and sustainability in the podcast app market, setting a strong foundation for future innovations.\

#### 9. Future Enhancement:

To continually improve and adapt to user needs, several enhancements are planned for the future development of Podcast Plus:

- Cloud Sync: Enable cross-device synchronization for user preferences, playback progress, and downloaded episodes.
- **Social Sharing:** Allow users to share favorite podcasts, playlists, or episodes directly to social media or messaging platforms.
- Voice Assistant Integration: Incorporate compatibility with Google Assistant or other voice assistants for hands-free control of playback and search.
- **AI-Driven Recommendations:** Enhance personalized podcast suggestions using advanced machine learning algorithms.
- **Podcast Creator Features:** Introduce tools for creators, such as analytics, direct audience engagement, or episode uploading.
- Multi-Language Support: Expand accessibility by adding support for multiple languages across the app interface.
- **Smart Playlists:** Enable users to create custom playlists based on mood, duration, or topics, automatically curated by the app.
- **In-App Community:** Build a social feature allowing users to follow, comment, and engage with other podcast enthusiasts.
- **Monetization Options:** Introduce subscription models, premium features, or integration of in-app purchases for ad-free experiences or exclusive content.