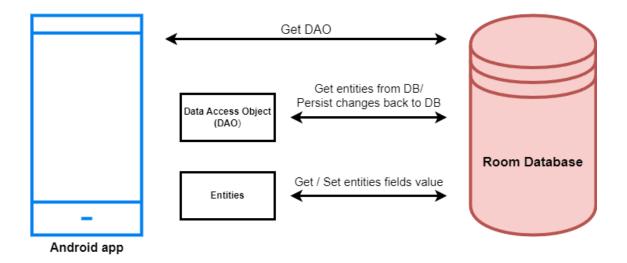
INTRODUCTION

1.1 OVERVIEW

A **podcast** is an audio programme, just like talk radio. But you subscribe to it on your smartphone and listen to it whenever you like. A podcast is a series of spoken word, audio episodes all focused on a particular topic or theme, like cycling or start ups.you can subscribe to the show with an app on your phone and listen to episodes whenever you like on your headphones in the car or through speakers. You can use it tell users anything to want, which makes it a powerful tool to convince people to listen.

ARCHITECTURE

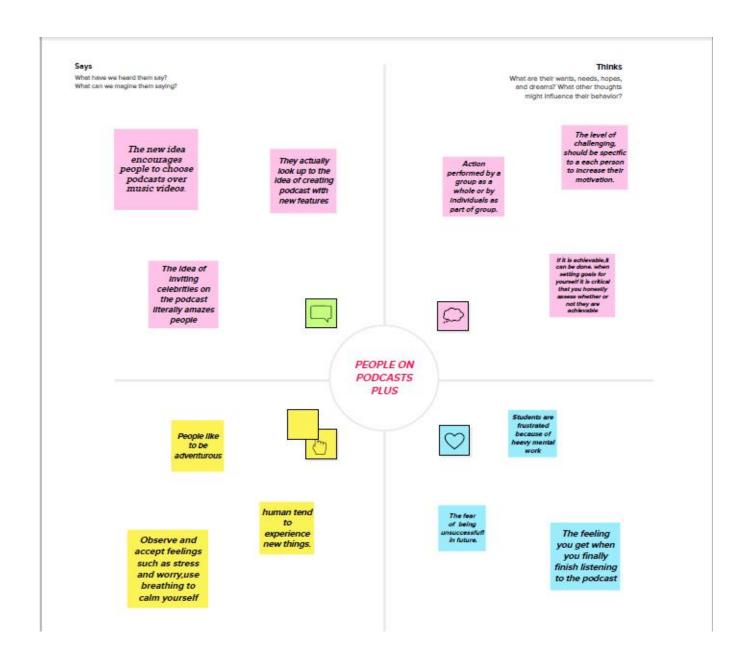


PURPOSE

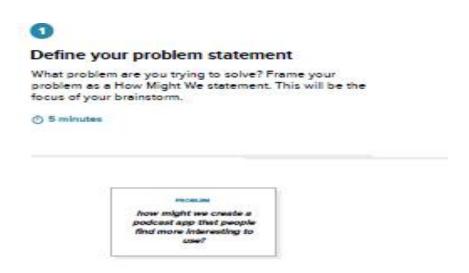
Podcasts, which can include audio, video,PDF and epub files are subscribed to and download through web syndication or streamed online to a computer or mobile device. Its primarily about the ease of consuming information. users particularly appreciate the wide variety of shows and their accessibility. Subscribers are then able to view, listen to, and transfer the episodes to a variety of media players, or podcatches.

2. PROBLEM DEFINITION & DESIGN THINKING

2.1 EMPATHY MAP



2.2 IDEATION AND BRAINSTORMING MAP







Brainstorm

Write down any ideas that come to mind that address your problem statement.







You can select a sticky note and hit the pencil [switch to sketch] icon to start drawing!

D	•	r	e	^	n	
г	G	u	ə	v	ш	

change the app theme more appealing	invite unique experts on to your show	use beautiful icon and color
built the app easy to use		

Person 2

focus on your target audience	tell lots of stories	help your audiencetake the next step
ask your listeners questions and report their responses		

Person 3

listen carefully to your quests	make audio perfect	tell your fans to listen more

Person 4

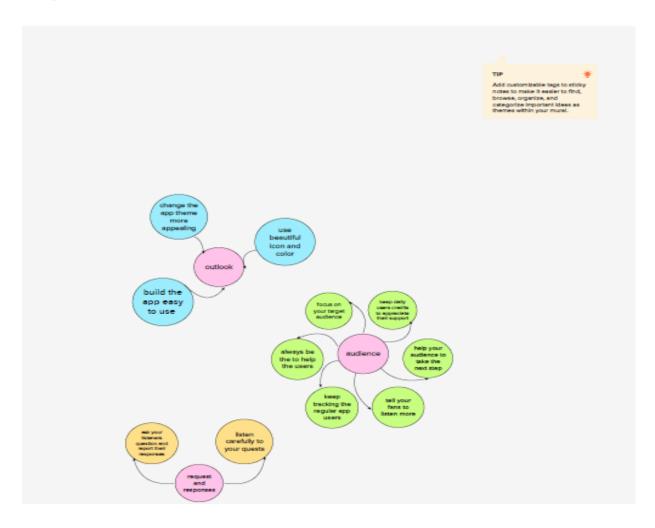
always be there to help the users	keep tracking the regular app users	give daily users credits to appreciate their supprt



Group Ideas

Take turns sharing your ideas while clustering similar or related notes as you go. Once all sticky notes have been grouped, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you and break it up into smaller sub-groups.

20 minute

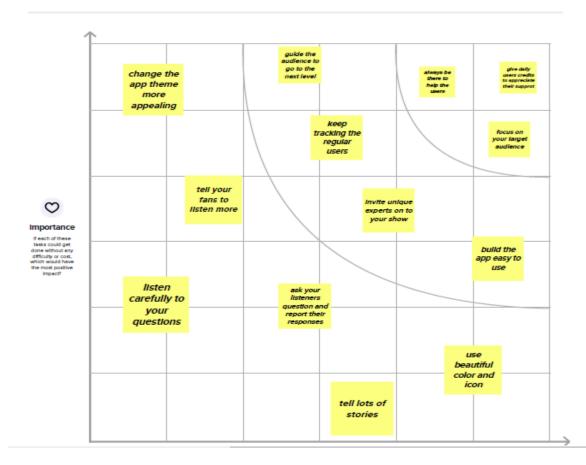




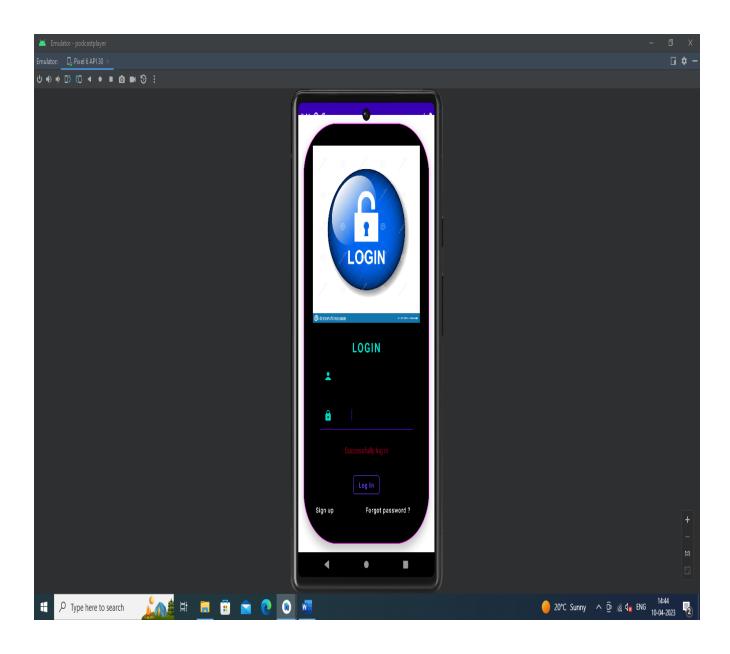
Prioritize

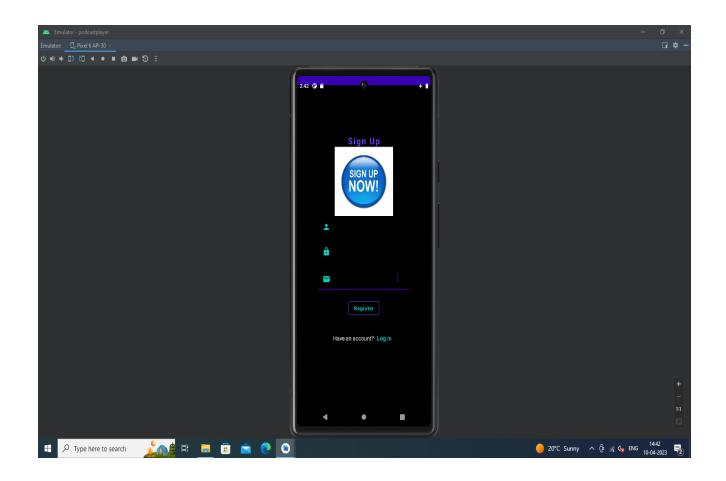
Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

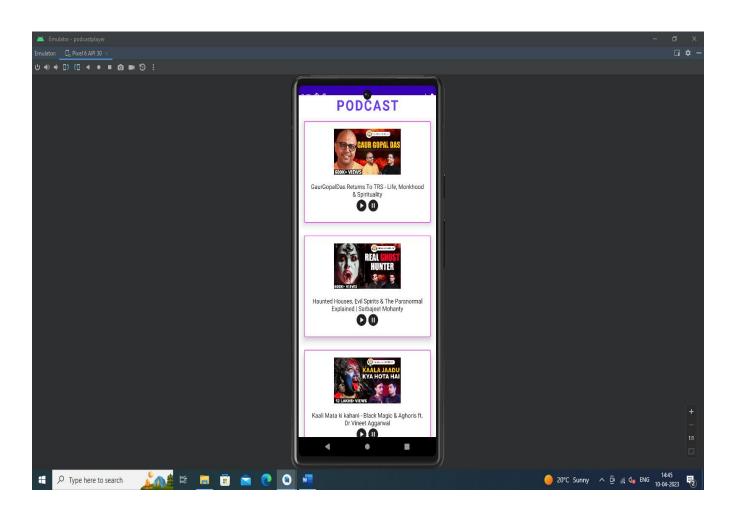
♠ 20 minute



RESULT







ADVANTAGES AND DISADVANTAGES:

ADVANTAGES

Podcasting is a very convenient medium of communication, especially for the audience. You can listen to what you want and whenever you want. All you need is a smartphone and a podcast listening app. Podcast is an on-demand technology Podcast listeners do not require any special medium to listen to their favorite podcasts. Almost everyone has a smartphone these days and that's all it is required to listen to a podcast. Since the smartphone is mobile in nature people can listen to podcasts practically anywhere. Podcasting is not a very expensive medium for advertisers or podcasters. The setup and making costs are fairly less. The ability of podcasts to reach a large audience at low costs makes it and effective medium of communication

- Convenience
- No restriction on time
- Personalized content
- Podcasts are portable
- Podcasts have Direct connected with audience
- Podcasts cut cost

DISADVANTAGES

Internet is required for people to access the podcasts and it becomes difficult to reach to a wider audience if internet is not available. Larger podcasts with high file sizes and video podcasts become a major issue. There is still a large population in developing and underdeveloped countries which d not have access to the internet. This can become a barrier for reaching your desired audience. With millions of podcasts on thousands of topics out there, it is very difficult to rank on Google podcasts or iTunes for a particular topic.

- > IP and content protection is difficult
- ➤ It requires preparation
- Your guest's equipment must be good for remote podcasting
- The guest can make or break your podcast.

APPLICATION

They can be used to convey instructional information from the teacher or trainer, motivational stories, and auditory case studies. Podcasts can also be used by the learners as artifacts and evidence of learning; for example, a student might prepare a brief podcast as a summary of a concept in lieu of writing an essay.

- Media
- > personal
- > schools

CONCLUSION

Podcasting apps make it easy to navigate your podcast library, download new episodes, bookmark shows, and browse your listening history. Never miss a beat using a podcast app, subscribe, and get notified when a new episode is published. Podcasts have a much better method of reaching your audience because they are more versatile than trying to listen to a video on a smartphone while driving. Podcast Users are More Engaged: Podcasts are better for engagement because people can listen at their pace, the podcast app project is a mobile application that provides users with a convenient and easy way to browse, search, and listen to podcasts. This project utilizes various components and functionalities to create an intuitive user interface that enhances the user experience. One of the key features of the podcast app project is its ability to fetch podcast data from RSS feeds. This allows users to discover new podcasts and stay up-to-date with their favorite shows. Additionally, the app's audio player provides a seamless listening experience, making it easy for users to enjoy their favorite podcasts on the go.

FUTURE SCOPE

- Raised content standards
- Podcasts as marketing tools
- > The land grab of audio content industry
- ➤ Influencer host & voice search

APPENDIX

A.SOURCE CODE

GRADLE SCRIPTS

```
compileSdk 33
defaultConfig {
buildTypes {
       minifyEnabled false
buildFeatures {
```

```
dependencies {
   implementation 'androidx.core:core-ktx:1.7.0'
   implementation 'androidx.lifecycle:lifecycle-runtime-ktx:2.3.1'
   implementation 'androidx.activity:activity-compose:1.3.1'
   implementation "androidx.compose.ui:$compose_ui_version"
   implementation "androidx.compose.ui:ui-tooling-
preview:$compose_ui_version"
   implementation 'androidx.compose.material:material:1.2.0'
   testImplementation 'junit:junit:4.13.2'
   androidTestImplementation 'androidx.test.ext:junit:1.1.5'
   androidTestImplementation 'androidx.test.espresso:espresso-core:3.5.1'
   androidTestImplementation "androidx.compose.ui:ui-test-
junit4:$compose_ui_version"
   debugImplementation "androidx.compose.ui:ui-tooling:$compose_ui_version"
   debugImplementation "androidx.compose.ui:ui-test-
manifest:$compose_ui_version"
   implementation 'androidx.room:room-common:2.5.0'
   implementation 'androidx.room:room-common:2.5.0'
   implementation 'androidx.room:room-common:2.5.0'
   implementation 'androidx.room:room-common:2.5.0'
```

CREATING DATABASE CLASSES

USER DATA CLASS

```
plugins {
   id 'com.android.application'
   id 'org.jetbrains.kotlin.android'
}
android {
   namespace 'com.example.travelapp'
   compileSdk 33

   defaultConfig {
       applicationId "com.example.travelapp"
```

```
minSdk 21
       useSupportLibrary true
buildTypes {
       minifyEnabled false
```

USER DAO INTERFACE

```
package com.example.podcastplayer
   Query("SELECT * FROM user table WHERE email = :email")
   suspend fun getUserByEmail(email: String): User?
   suspend fun updateUser(user: User)
```

USER DATABASE CLASS

```
package com.example.podcastplayer
import android.content.Context
```

```
import androidx.room.Database
       fun getDatabase(context: Context): UserDatabase {
```

USER DATABASE HELPER CLASS

```
import android.database.sqlite.SQLiteDatabase
import android.database.sqlite.SQLiteOpenHelper
   SQLiteOpenHelper(context, DATABASE NAME, null, DATABASE VERSION) {
   override fun onCreate(db: SQLiteDatabase?) {
```

```
"$COLUMN ID INTEGER PRIMARY KEY AUTOINCREMENT, " +
    db?.execSQL(createTable)
override fun onUpgrade (db: SQLiteDatabase?, oldVersion: Int, newVersion:
    db?.execSQL("DROP TABLE IF EXISTS $TABLE NAME")
   onCreate(db)
    val values = ContentValues()
    values.put(COLUMN LAST NAME, user.lastName)
    db.close()
fun getUserByUsername(username: String): User? {
```

```
val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE NAME WHERE
$COLUMN FIRST NAME = ?", arrayOf(username))
cursor.getString(cursor.getColumnIndex(COLUMN FIRST NAME)),
cursor.getString(cursor.getColumnIndex(COLUMN LAST NAME)),
cursor.getString(cursor.getColumnIndex(COLUMN EMAIL)),
cursor.getString(cursor.getColumnIndex(COLUMN PASSWORD)),
       db.close()
    fun getUserById(id: Int): User? {
        val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE NAME WHERE
cursor.getString(cursor.getColumnIndex(COLUMN FIRST NAME)),
```

```
cursor.getString(cursor.getColumnIndex(COLUMN LAST NAME)),
cursor.getString(cursor.getColumnIndex(COLUMN EMAIL)),
cursor.getString(cursor.getColumnIndex(COLUMN PASSWORD)),
        cursor.close()
       val users = mutableListOf<User>()
        val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE NAME", null)
        if (cursor.moveToFirst()) {
cursor.getString(cursor.getColumnIndex(COLUMN FIRST NAME)),
cursor.getString(cursor.getColumnIndex(COLUMN EMAIL)),
cursor.getString(cursor.getColumnIndex(COLUMN PASSWORD)),
                users.add(user)
```

```
} while (cursor.moveToNext())

cursor.close()

db.close()

return users
}
```

LOGIN ACTIVITY

```
import android.content.Context
import android.content.Intent
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.background
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.material.*
import androidx.compose.material.icons.Icons
import androidx.compose.material.icons.filled.Lock
import androidx.compose.material.icons.filled.Person
import androidx.compose.material.icons.filled.Person
import androidx.compose.material.icons.filled.Person
import androidx.compose.material.icons.filled.Person
```

```
import androidx.compose.ui.Modifier
import com.example.podcastplayer.ui.theme.PodcastPlayerTheme
class LoginActivity : ComponentActivity() {
   override fun onCreate(savedInstanceState: Bundle?) {
       databaseHelper = UserDatabaseHelper(this)
               Surface(
                   LoginScreen(this, databaseHelper)
```

```
fun LoginScreen(context: Context, databaseHelper: UserDatabaseHelper) {
       shape = RoundedCornerShape(100.dp),
           Modifier
               .fillMaxWidth()
```

```
Modifier.height(400.dp).fillMaxWidth()
                style = MaterialTheme.typography.h1,
            TextField(
```

```
colors = TextFieldDefaults.textFieldColors(
colors = TextFieldDefaults.textFieldColors(backgroundColor =
```

```
border = BorderStroke(1.dp, Color(0xFF6a3ef9)),
Color.Black),
            Row(modifier = Modifier.fillMaxWidth()) {
                       ))})
```

```
fun startMainPage(context: Context) {
    val intent = Intent(context, MainActivity::class.java)
    ContextCompat.startActivity(context, intent, null)
}
```

REGISTRATION ACTIVITY

```
import android.content.Context
import android.content.Intent
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.background
import androidx.compose.foundation.layout.*
```

```
import androidx.compose.ui.text.font.FontWeight
class RegistrationActivity : ComponentActivity() {    private lateinit var
   override fun onCreate(savedInstanceState: Bundle?) {
       super.onCreate(savedInstanceState)
       databaseHelper = UserDatabaseHelper(this)
           PodcastPlayerTheme {
```

```
Surface(
fun RegistrationScreen(context: Context, databaseHelper: UserDatabaseHelper)
       Modifier
```

```
TextField(
```

```
TextField(
          tint = Color(0xFF03DAC5)
```

```
Text(text = "Register",
       style = MaterialTheme.typography.subtitle1,
```

```
}

private fun startLoginActivity(context: Context) {
  val intent = Intent(context, LoginActivity::class.java)
  ContextCompat.startActivity(context, intent, null)
}
```

MAIN ACTIVITY

```
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.graphics.Color
import androidx.compose.ui.res.painterResource
```

```
import androidx.compose.ui.text.font.FontWeight
class MainActivity : ComponentActivity() {
           PodcastPlayerTheme {
               Surface(
```

```
@Composable
fun playAudio(context: Context) {
        Column (modifier = Modifier
                modifier = Modifier
```

```
.padding(16.dp)
R.raw.audio)
```

```
Modifier.size(35.dp)) {
R.drawable.play),
Modifier.size(35.dp)) {
R.drawable.pause),
```

```
.fillMaxWidth()
R.raw.audio 1)
                        modifier = Modifier
```

```
Modifier.size(35.dp)) {
R.drawable.play),
Modifier.size(35.dp)) {
R.drawable.pause),
               modifier = Modifier
```

```
R.raw.app src main res raw audio 2)
                        modifier = Modifier
```

```
Modifier.size(35.dp)) {
R.drawable.play),
Modifier.size(35.dp)) {
R.drawable.pause),
               modifier = Modifier
```

```
R.raw.app src main res raw audio 2)
                        modifier = Modifier
```

```
Modifier.size(35.dp)) {
R.drawable.play),
Modifier.size(35.dp)) {
R.drawable.pause),
```

```
.fillMaxWidth()
R.raw.audio 4)
                        modifier = Modifier
```

```
IconButton(onClick = { mp.start() }, modifier =
Modifier.size(35.dp)) {
R.drawable.play),
Modifier.size(35.dp)) {
R.drawable.pause),
                    .padding(16.dp)
```

```
val mp: MediaPlayer = MediaPlayer.create(context,
R.raw.audio 5)
                        modifier = Modifier
```

```
IconButton(onClick = { mp.start() }, modifier =
Modifier.size(35.dp)) {
R.drawable.play),
Modifier.size(35.dp)) {
R.drawable.pause),
```

ANDROID MANIFEST

```
android:allowBackup="true"
android:fullBackupContent="@xml/backup rules"
tools:targetApi="31">
```