**PGM - 4**

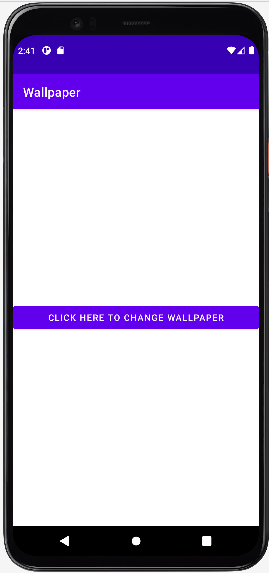
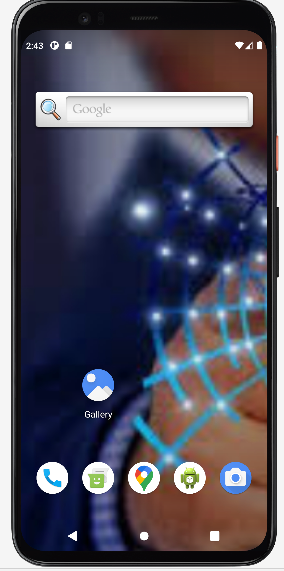
**Wallpaper**

**XML Code:**

*<?***xml version="1.0" encoding="utf-8"***?>*<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 android:orientation="vertical"  
 android:gravity="center"  
 tools:context=".MainActivity"**>  
   
  
 <**Button  
 android:id="@+id/btn1"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:text="Click here to Change Wallpaper"** />  
  
</**LinearLayout**>

**Java Code:**

**package** com.example.wallpaper;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
**import** android.app.WallpaperManager;  
**import** android.graphics.BitmapFactory;  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.Button;  
  
**import** java.util.Timer;  
**import** java.util.TimerTask;  
  
**public class** MainActivity **extends** AppCompatActivity **implements** View.OnClickListener  
{  
 Button **btnwallpaper**;  
 **boolean running**;  
 **int**[] **imagesArray**=**new int**[]  
 {  
 R.drawable.***img1***,  
 R.drawable.***img2***,  
 R.drawable.***img3***,  
  
 };  
 **int i**=0;  
  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
  
 **btnwallpaper**=(Button)findViewById(R.id.***btn1***);  
 **btnwallpaper**.setOnClickListener(**this**);  
 }  
 **public void** onClick(View v){  
 **if**(!**running**)  
 {  
 **new** Timer().schedule(**new** MyTimer(),0,3000);  
 **running**=**true**;  
 }  
 }  
 **class** MyTimer **extends** TimerTask{  
 **public void** run(){  
 **try**{  
 WallpaperManager wallpaperManager=WallpaperManager.*getInstance*(getBaseContext());  
 **if**(**i**==1)  
 **i**=3;  
  
 **if**(**i**==2)  
 **i**=2;  
  
 **if**(**i**==3)  
 **i**=1;  
  
  
  
 wallpaperManager.setBitmap (BitmapFactory.*decodeResource*(getResources(),**imagesArray**[**i**]));  
  
 **i**++;  
 }  
 **catch** (Exception e){  
 }  
 }  
 }  
}

** **