```java
package com.example.wallpaperchanger;




import androidx.appcompat.app.AppCompatActivity;

import android.app.WallpaperManager;
import android.graphics.Bitmap;
import android.graphics.drawable.BitmapDrawable;
import android.graphics.drawable.Drawable;

import android.os.Bundle;

import java.io.IOException;
import java.util.Timer;
import java.util.TimerTask;

public class MainActivity extends AppCompatActivity {
    Timer myTimer = new Timer();   //to schedule the task
    WallpaperManager wpm;
    int[] images = {R.drawable.koro, R.drawable.naru, R.drawable.naruto, R.drawable.valo};  // drawable images
array
    int i = 0;  //to iterate through images

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        wpm = WallpaperManager.getInstance(this);

        findViewById(R.id.changeButton).setOnClickListener(v -> {
            setWallpaper();
        });
    }

    public void setWallpaper() {
        myTimer.schedule(new TimerTask() {
            @Override
            public void run() {
                if (i == 4)
                    i = 0;        //to start from beginning of the array
                Drawable drawable = getResources().getDrawable(images[i++]);
                Bitmap wallpaper = ((BitmapDrawable) drawable).getBitmap();
                try {
                    wpm.setBitmap(wallpaper);
                } catch (IOException e) {
                    e.printStackTrace();
                }

            }
        }, 0, 1000);   // to repeat the TimerTask() for every 30 seconds
    }
}
```