**Program4**

**Kotlin file**

import android.graphics.Bitmap

import android.graphics.BitmapFactory

import androidx.appcompat.app.AppCompatActivity

import android.os.Bundle

import android.widget.Button

import android.widget.Toast

import java.util.\*

import android.app.WallpaperManager

import kotlin.concurrent.schedule

import kotlin.concurrent.timerTask

class MainActivity : AppCompatActivity() {

var myWallpaperlist = arrayOf( R.drawable.one,R.drawable.two, R.drawable.three, R.drawable.four)

private lateinit var changeWallpaper: Button

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

changeWallpaper = findViewById(R.id.set\_wallpaper)

changeWallpaper.setOnClickListener { setWallpapper() }

}

fun setWallpapper() {

Toast.makeText(this, "Setting Wallpaper please wait", Toast.LENGTH\_SHORT).show()

Timer().schedule(200)

{

for (i in myWallpaperlist) {

val Bitmap = BitmapFactory.decodeResource(resources, i)

val wallpapermanager = WallpaperManager.getInstance(baseContext)

wallpapermanager.setBitmap(Bitmap)

}

}

}

}

**androidmanifest.xml**

<uses-permissionandroid:name="android.permission.SET\_WALLPAPER"/>

**Actvitymain.xml**

**<?xml version="1.0" encoding="utf-8"?>**

**<androidx.constraintlayout.widget.ConstraintLayout**

**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"**

**tools:context=".MainActivity">**

**<Button**

**android:id="@+id/set\_wallpaper"**

**android:layout\_width="wrap\_content"**

**android:layout\_height="wrap\_content"**

**android:text="set wallpaper"**

**tools:layout\_editor\_absoluteX="141dp"**

**tools:layout\_editor\_absoluteY="310dp" />**

**</androidx.constraintlayout.widget.ConstraintLayout>**