ANDROID MANIFEST FILE

*<?*xml version="1.0" encoding="utf-8"*?>*<manifest xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:tools="http://schemas.android.com/tools">  
 <uses-permission android:name="android.permission.SET\_WALLPAPER"/>  
  
 <application  
 android:allowBackup="true"  
 android:dataExtractionRules="@xml/data\_extraction\_rules"  
 android:fullBackupContent="@xml/backup\_rules"  
 android:icon="@mipmap/ic\_launcher"  
 android:label="@string/app\_name"  
 android:supportsRtl="true"  
 android:theme="@style/Theme.Wallpaper"  
 tools:targetApi="31">  
 <activity  
 android:name=".MainActivity"  
 android:exported="true">  
 <intent-filter>  
 <action android:name="android.intent.action.MAIN" />  
  
 <category android:name="android.intent.category.LAUNCHER" />  
 </intent-filter>  
 </activity>  
 </application>  
  
</manifest>

package com.example.wallpaper;  
import androidx.appcompat.app.AppCompatActivity;  
import android.os.Bundle;  
import android.app.WallpaperManager;  
import android.graphics.BitmapFactory;  
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 btnChangeWallpaper;  
 boolean running;  
 int[] imagesArray=new int[]{  
  
 R.drawable.img1,  
 R.drawable.img2,  
 R.drawable.img3,  
 R.drawable.img4,  
 R.drawable.img5,  
 R.drawable.img6,  
 R.drawable.img7,  
 R.drawable.img8,  
 R.drawable.img9,  
 R.drawable.img10, *//R.drawable.img11, R.drawable.img12* };  
 int i=0; @Override protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 btnChangeWallpaper=(Button) findViewById(R.id.*btn*);  
 btnChangeWallpaper.setOnClickListener(this);  
 }  
 public void onClick(View v)  
 {  
 if(!running)  
 {  
 new Timer().schedule (new MyTimer(),0,300); running=true;  
 }  
 }  
  
 class MyTimer extends TimerTask  
 {  
 public void run()  
 {  
 try  
 {  
 WallpaperManager wallpaperManager= WallpaperManager.*getInstance*(getBaseContext());  
  
 if(i==10) i=3;  
  
 if(i==9) i=4;  
  
 if(i==8) i=5;  
  
 if(i==7) i=6;  
  
 if(i==6) i=7;  
  
 if(i==5) i=8;  
  
 if(i==4) i=9;  
  
 if(i==3) i=10;  
  
 wallpaperManager.setBitmap (BitmapFactory.*decodeResource*(getResources()  
 ,imagesArray[i]));  
 i++;  
 }  
 catch(Exception e)  
 {  
  
 }  
  
 }  
 }  
  
}