**Code:**

from importlib.metadata import files  
from tkinter import \* # use for building GUI's in Python  
from PIL import ImageTk, Image  
import os # using this you can navigate in files and folders  
  
def rotate\_img():  
 global counter  
 img\_label.config(image=img\_array[counter%len(img\_array)])  
 counter=counter+1  
  
counter = 1  
root = Tk() # root object of class Tk  
root.title('Wallpaper Viewer ')  
root.geometry('250x400')  
root.configure(background='black')  
files = os.listdir('Wallpaper') # giving directory of folder Wallp  
img\_array = [] # image objects to be loaded will be placed here  
for file in files:  
 img = Image.open(os.path.join('Wallpaper', file))  
 resized\_img = img.resize((200, 300))  
 img\_array.append(ImageTk.PhotoImage(resized\_img))  
  
img\_label = Label(root, image=img\_array[0])  
img\_label.pack(pady=(10, 15))  
  
next\_btn=Button(root,text='Next',bg='white',fg='black',width=25,height=2,command=rotate\_img)  
next\_btn.pack()  
root.mainloop() # will create a delay for GUI

**Output:**

