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package com.example.myapplication;

import android.os.Bundle;
import android.app.WallpaperManager;
import android.graphics.Bitmap;
import android.graphics.BitmapFactory;
import
android.graphics.drawable.AnimationDrawable;
import android.graphics.drawable.BitmapDrawable;
import android.graphics.drawable.Drawable;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.Toast;
import java.io.IOException;
import java.util.Timer;
import java.util.TimerTask;
import androidx.activity.EdgeToEdge;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends
AppCompatActivity {
    Button changewallpaper;
    Timer mytimer;
    Drawable drawable;
    WallpaperManager wpm;
    int id=1;

    @Override
    protected void onCreate(Bundle
savedInstanceState) {
        super.onCreate(savedInstanceState);
        EdgeToEdge.enable(this);
        setContentView(R.layout.activity_main);
        mytimer = new Timer ();
        wpm = WallpaperManager.getInstance(this);
        changewallpaper =
findViewById(R.id.btn_click);
        changewallpaper.setOnClickListener(new
View.OnClickListener()
        {
            @Override public void onClick(View

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view) {
    setWallpaper();
}
});
}
private void setWallpaper()
{
    mytimer.schedule(new TimerTask()
    {
        @Override
        public void run() {
            if(id==1) {
                drawable =
getResources().getDrawable(R.drawable.one);
                id = 2;
            }
            else if(id==2) {
                drawable =
getResources().getDrawable(R.drawable.two); id=3;
            }
            else if(id==3) {
                drawable =
getResources().getDrawable(R.drawable.three);
id=4;
            }
            else if(id==4) {
                drawable =
getResources().getDrawable(R.drawable.four); id=5;
            }
            else if(id==5) {
                drawable =
getResources().getDrawable(R.drawable.five); id=1;
            }
            Bitmap wallpaper =
((BitmapDrawable)drawable).getBitmap();
            try {
                wpm.setImageBitmap(wallpaper);
            }
            catch (IOException e)

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        { e.printStackTrace();  
        }  
    }  
    }, 0, 30000);  
}  
}
```