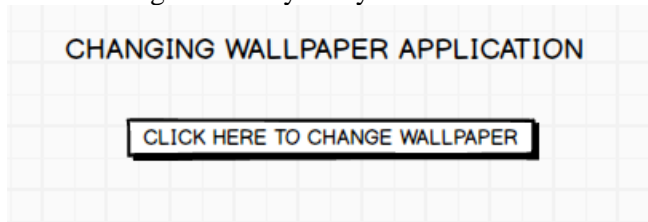


LAB PROGRAM 4

Develop an application to set an image as wallpaper. On click of a button, the wallpaper image should start to change randomly every 30 seconds



JAVA CODE

```
package com.example.wallpaperpgm4;

import androidx.appcompat.app.AppCompatActivity;

import android.app.WallpaperManager;
import android.graphics.BitmapFactory;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;

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

public class MainActivity extends AppCompatActivity implements
View.OnClickListener {
    Button btn;
    boolean running;
    int[] ia=new
int[] {R.drawable.img1,R.drawable.img2,R.d
rawable.img3,R.drawable.img4,R.drawable.i
mg5,R.drawable.img6};

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        btn=(Button)
findViewById(R.id.btn_wall);
        btn.setOnClickListener(this);
    }
}
```

```

@Override
public void onClick(View v) {
    if(!running) {
        new Timer().schedule(new
MyTimer(), 0, 3000);
        running=true;
    }
}

private class MyTimer extends TimerTask {

    @Override
    public void run() {
        try {
            WallpaperManager wallpaperManager =
WallpaperManager.getInstance(getBaseContext());
            Random random = new Random();

            wallpaperManager.setBitmap(BitmapFactory.
decodeResource(getResources(),
ia[random.nextInt(5)]));
        } catch (IOException e) {}
    }
}

```