

```
package com.example.wallp;

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;

    //To load all seven images at the same
time, create an array of type in
//Iterate through them, OBSERVE: The
images will be populated & displayed on the
left Side
    int[] imgC = new int[]{R.drawable.img1,
R.drawable.img2, R.drawable.img3,
R.drawable.img4, R.drawable.img5,
R.drawable.img6, R.drawable.img7};
```

```

        @Override
        protected void onCreate(Bundle
savedInstanceState) {
            super.onCreate(savedInstanceState);

setContentViewById(R.layout.activity_main);

            btn = (Button)
findViewById(R.id.button);
            btn.setOnClickListener(this);
        }
//NOTE: CTRL+Q = Quick Documentation
Lookup, CTRL+P = Parameters for Selected
Method
        @Override
        public void onClick(View view) {
            if(!running) { // Refer Video for
the timer explanation
                new Timer().schedule(new
myTimer(), 0, 3000); //create an object of
Timer()

                running = true;
            }
        }

        private class myTimer extends TimerTask
{
            @Override
            public void run() {
                try{ //Try to Handle the

```

Exception by using the WallpaperManager class

```
WallpaperManager  
wallpaperManager =  
WallpaperManager.getInstance(getBaseContext  
());
```

```
Random random = new  
Random(); //Creates an Object of Random  
Class
```

*//OBSERVATION: This was
changing randomly. That's incorrect, so,
we need a better approach*

```
wallpaperManager.setImageBitmap(BitmapFactory.de  
codeResource(getResources(), imgC[random.nex  
tInt(7)]));
```

*//It will turn Red,
make sure you enable Permission*

```
    } catch (IOException e) {  
        e.printStackTrace();  
    }  
}
```

*//It will show RED Underline, you
have to RightClick->Show Context Action-
>Implement Run Methods*

//and the error will be gone

