WALL PAPER CHANGER

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THE WALLPAPER!

Thursday, May 19

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```java
package com.example.lab04play;

import androidx.appcompat.app.AppCompatActivity;

import android.app.WallpaperManager;
import android.graphics.Bitmap;
import android.graphics.drawable.BitmapDrawable;
import android.graphics.drawable.Drawable;
import android.os.Bundle;
import android.view.View;

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

public class MainActivity extends AppCompatActivity {
    Timer myTimer;
    Drawable drawable;
    WallpaperManager wpman;
    int nextImg = 1;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        myTimer = new Timer();//1. Initialize myTimer object
        wpman=WallpaperManager.getInstance(this);//2. Create an instance
```

```java
    }

    public void changeWallPaper(View view) {
        setWallpaper();
    }

    private void setWallpaper() {
        myTimer.schedule(new TimerTask() {
            @Override
            public void run() {
                if(nextImg == 1)
                {
                    drawable=getResources().getDrawable(R.drawable.img1);
                    nextImg = 2;
                }
                else if (nextImg==2)
                {
                    drawable=getResources().getDrawable(R.drawable.img2);
                    nextImg = 3;
                }
                else if (nextImg==3)
                {
                    drawable=getResources().getDrawable(R.drawable.img3);
                    nextImg = 4;
                }
                else if (nextImg==4)
                {
                    drawable=getResources().getDrawable(R.drawable.img4);
```

```java
            nextImg = 5;
        }
        else if (nextImg==5)
        {
            drawable=getResources().getDrawable(R.drawable.img5);
            nextImg = 6;
        }
        else if (nextImg==6)
        {
            drawable=getResources().getDrawable(R.drawable.img6);
            nextImg = 7;
        }
        else if (nextImg==7)
        {
            drawable=getResources().getDrawable(R.drawable.img7);
            nextImg = 1;
        }

        //Create a BitMap Image..Why?
        Bitmap img = ((BitmapDrawable)
drawable).getBitmap();//Cast the drawable into a BitMapDrawable object and
assign it to img"Bitmap variable"

        //Now set those images, YES you have to take permissions
from the android manifest
        try {
            wpman.setBitmap(img);
        } catch (IOException e) {
            e.printStackTrace();
```

```
                    }
                }
            },30000,5000);
        }
    }
```

```
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;
```

```java
    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);
        setContentView(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;
        }
    }
```

```java
    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 changinging randomly. That's
incorrect, so, we need a better approach

wallpaperManager.setBitmap(BitmapFactory.decodeResource(getResources(),img
C[random.nextInt(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



    }
}
```