Mobile App Development Lab Assignment 5 - Wallpaper App

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Link to the Source Code: https://github.com/nk4456542/Wallpaper-App

Virtual Device Snapshots:

WallpaperActivity – MainActivity.kt [WallpaperActivity.app]

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

xample › wallpaperactivity › 🅖 MainActivity › ⓜ changeWallpaper(v: View?) ›

activity_main.xml   🅖 MainActivity.kt

```kotlin
class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
    }

    fun changeWallpaper(v: View?){
        val r = Random()
        var i = r.nextInt( bound: 5)
        var imageArray = arrayOf(R.drawable.wallpaper1, R.drawable.wall        ble.wallpaper4, R.drawable
        var w = WallpaperManager.getInstance( context: this)
        w.setResource(imageArray[i]);
        Thread.sleep( millis: 1000)
        changeWallpaper(v)
    }
}
```

⚠ 4

Launch succeede

≣ TODO ⊕ 6: Problems ⊠ Terminal ⚒ Build ☰ Logcat ⋔ Profiler ☷ Database Inspector ▶ Run   ⓔ Event Log 🔲 Layout Inspector

□ Launch succeeded (a minute ago)   ⊘ 37 mins coding, 35 mins browsing, 7 mins debugging 22:27 LF UTF-8 4 spaces Dracula

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Launch succeede

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□ Launch succeeded (a minute ago)   Updating wakatime status bar   ⊘ 37 mins coding, 35 mins browsing, 7 mins debugging 22:27 LF UTF-8 4 spaces Dracula

WallpaperActivity – MainActivity.kt [WallpaperActivity.app]

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xample › wallpaperactivity › ⒼMainActivity › Ⓜ changeWallpaper(v: View?) ›   APP ▾

activity_main.xml ×   ⒼMainActivity.kt ×

```kotlin
 9      class MainActivity : AppCompatActivity() {
10          override fun onCreate(savedInstanceState: Bundle?) {
11              super.onCreate(savedInstanceState)
12              setContentView(R.layout.activity_main)
13          }
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15          fun changeWallpaper(v: View?){
16              val r = Random()
17              var i = r.nextInt( bound: 5)
18              var imageArray = arrayOf(R.drawable.wallpaper1, R.drawable.wall    le.wallpaper4, R.drawable
19              var w = WallpaperManager.getInstance( context: this)
20              w.setResource(imageArray[i]);
21              Thread.sleep( millis: 1000)
22              changeWallpaper(v)
23          }
24      }
```

Launch succeeded

≡ TODO   ⊘ 6: Problems   ⚑ Terminal   ⚒ Build   ≡ Logcat   ⌁ Profiler   ⊟ Database Inspector   ▶ Run   ⊙ Event Log   ⬚ Layout Inspector

▷ Launch succeeded (a minute ago)   ⊙ 37 mins coding, 35 mins browsing, 7 mins debugging   22:27 LF UTF-8 4 spaces   Dracula ●

WallpaperActivity – MainActivity.kt [WallpaperActivity.app]

File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help

llpaperactivity › ⒼMainActivity › Ⓜ onCreate(savedInstanceState: Bundle?) ›   APP ▾

activity_main.xml ×   ⒼMainActivity.kt ×

```kotlin
 9      class MainActivity : AppCompatActivity() {
10          override fun onCreate(savedInstanceState: Bundle?) {
11              super.onCreate(savedInstanceState)
12              setContentView(R.layout.activity_main)
13          }
14
15          fun changeWallpaper(v: View?){
16              val r = Random()
17              var i = r.nextInt( bound: 5)
18              var imageArray = arrayOf(R.drawable.wallpaper1, R.drawable.wall    le.wallpaper4, R.drawable
19              var w = WallpaperManager.getInstance( context: this)
20              w.setResource(imageArray[i]);
21              Thread.sleep( millis: 30000)
22              changeWallpaper(v)
23          }
24      }
```

Launch succeeded

≡ TODO   ⊘ 6: Problems   ⚑ Terminal   ⚒ Build   ≡ Logcat   ⌁ Profiler   ⊟ Database Inspector   ▶ Run   ⊙ Event Log   ⬚ Layout Inspector

▷ Launch succeeded (a minute ago)   ⊙ 40 mins coding, 35 mins browsing, 7 mins debugging   10:57 LF UTF-8 4 spaces   Dracula ●