package com.example.wallpaperchanger;  
  
  
  
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 java.io.IOException;  
import java.util.Timer;  
import java.util.TimerTask;  
  
public class MainActivity extends AppCompatActivity {  
 Timer myTimer = new Timer(); //to schedule the task  
 WallpaperManager wpm;  
 int[] images = {R.drawable.*koro*, R.drawable.*naru*, R.drawable.*naruto*, R.drawable.*valo*}; // drawable images array  
 int i = 0; //to iterate through images  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 wpm = WallpaperManager.*getInstance*(this);  
  
 findViewById(R.id.*changeButton*).setOnClickListener(v -> {  
 setWallpaper();  
 });  
 }  
  
 public void setWallpaper() {  
 myTimer.schedule(new TimerTask() {  
 @Override  
 public void run() {  
 if (i == 4)  
 i = 0; //to start from beginning of the array  
 Drawable drawable = getResources().getDrawable(images[i++]);  
 Bitmap wallpaper = ((BitmapDrawable) drawable).getBitmap();  
 try {  
 wpm.setBitmap(wallpaper);  
 } catch (IOException e) {  
 e.printStackTrace();  
 }  
  
 }  
 }, 0, 1000); // to repeat the TimerTask() for every 30 seconds  
 }  
}