

Pricing In app Purchase Ads

Google AdMob iOS → creat an AdMob Account

Cocoapods → install the pod

p-list ⇒ open AS ⇒ source code ⇒ past after <dict>

Apps ⇒ App settings ⇒ appID Use the test ID first, Do not forget to change it back to the real ID)

// ViewController.swift

import UIKit

check documentation first

import Google Mobile Ads

class ViewController: UIViewController {

override func viewDidLoad() {

super.viewDidLoad()

→ // test id Do not forget to change it, (also p-list)

interstitial = GADInterstitial(adUnitID: " - - - - - ")

let request = GADRequest()

interstitial.load(request)

}

@IBAction func nextClicked(_ sender: Any) {

if interstitial.isReady {

interstitial.present(fromRootViewController: self)

}

}

// AppDelegate.swift

import UIKit

import Google Mobile Ads

@UIApplicationMain

class AppDelegate: UIResponder, UIApplicationDelegate {

func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:

[UIApplication.LaunchOptionsKey: Any]?) -> Bool {

GADMobileAds.sharedInstance().start(completionHandler: nil)

// provided by google

↓ if error ⇒ update pod

↓

pod install --repo-update

make sure open the workspace file

return true

}

register Admob account
add app

install pod

pod 'Google-Mobile-Ads-SDK'

↓
update Info.plist

get appId from Admob ≡ use example test id first

⚠ Do not forget to change the
AppId when actually publish
to the AppStore