

# Custom AdMob Library

Technical documentation

**Version 1.0**

---



iOS





Content

1.Introduction..... 4

2.Requirements ..... 4

3.Class Diagram..... 5

4.Sequence Diagram..... 6

5.Targets ..... 7

6.Installation ..... 7

7.Versions ..... 7

8.Deployment ..... 7

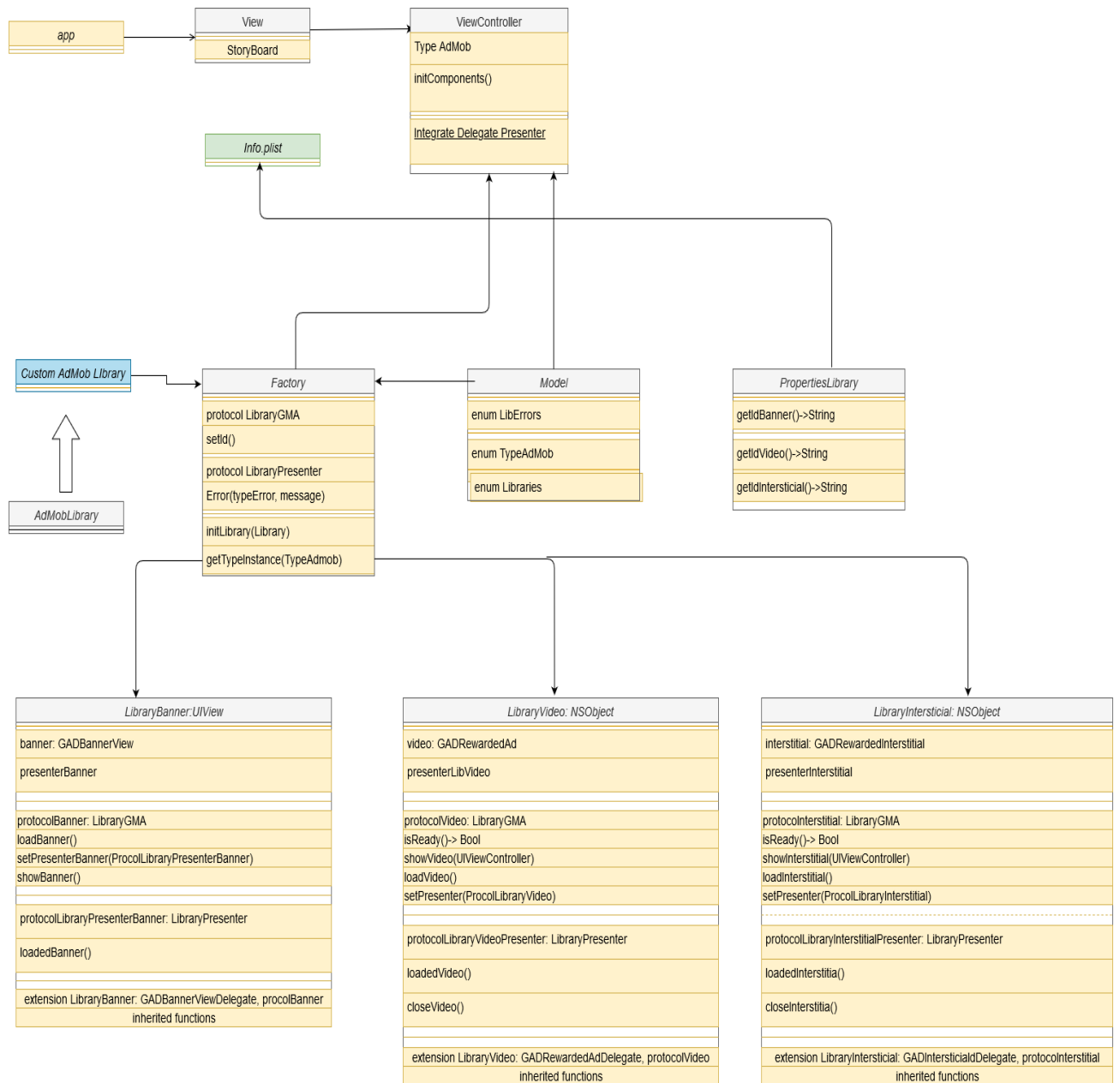
## 1.Introduction

This document contains full details about the "AdMob Custom Library" application. All requirements for this development have been defined by Lab Cab. The purpose of this document is to explain the architecture, components and flow of the requested application.

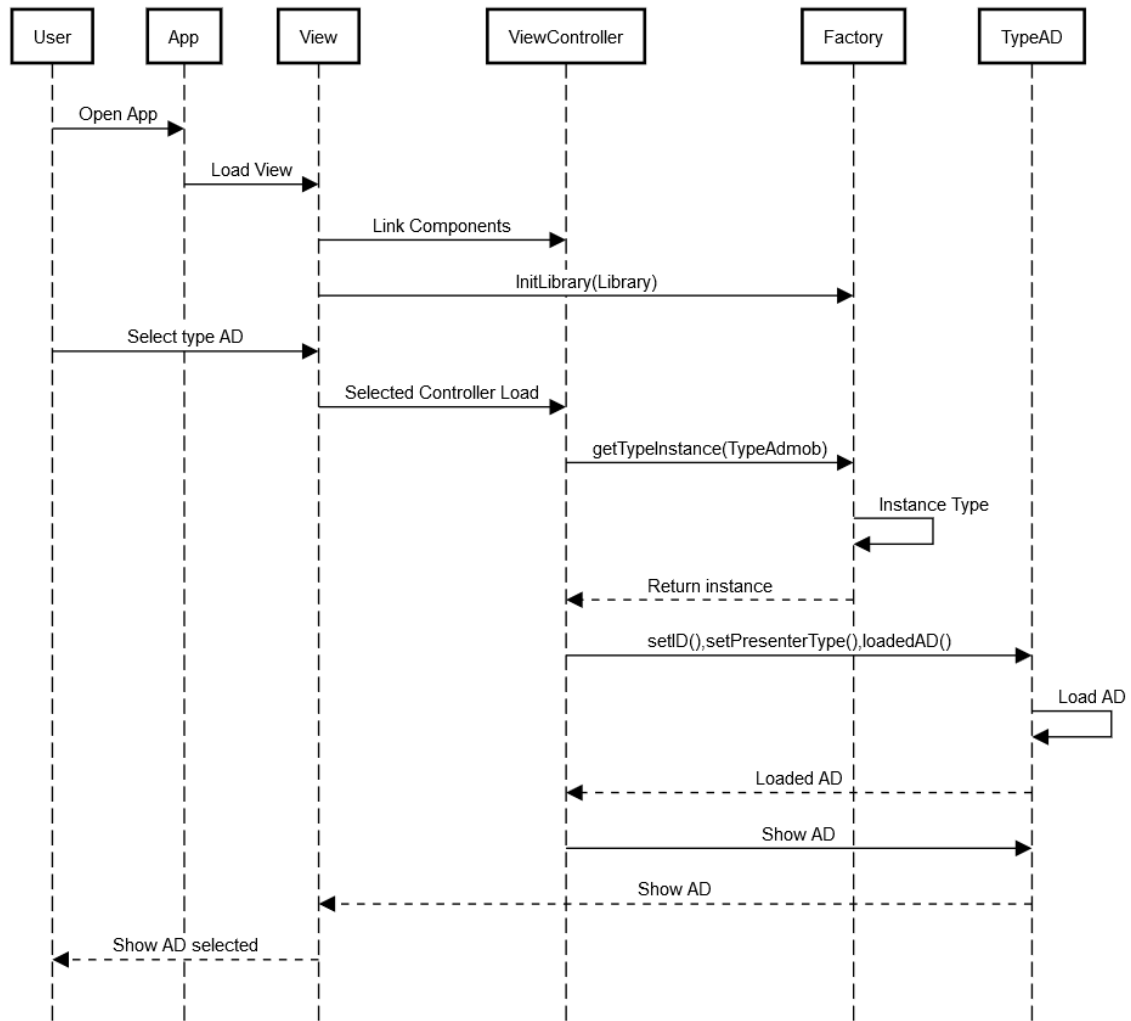
## 2.Requirements

- Create a library that integrates the AdMob SDK, banner, interstitial, and rewarded video. With the show methods for each format. And a delegate to report all events for an ad with its corresponding type. Categorization of errors in the AdMob SDK.
- The library must be compiled into a framework.
- The library must be prepared to accept more networks. Not only should it be specifically for AdMob. That is, if you no longer want to use AdMob and want to use another network, keep changes to the custom library to a minimum.
- Create a workspace with a demo project and the custom library project. The demo should integrate the library and call your show methods when the ads are available.
- When you're done, upload it to a repository that we can access and execute the project based on the instructions you specify.

### 3. Class Diagram



## 4. Sequence Diagram



## 5. Targets

1. labCaveAdMob: It is a static library that integrates the Google AdMob SDK. The classes of this library contain the business logic, the architecture proposed for the development of this library allows the insertion of different SDKS without having to make changes to what was previously developed.
2. labCaveAdMobDemo: It is a conventional project that integrates the static library mentioned in the previous point. The main objective is to make a small demo application that shows the different types of ads that the labCaveAdMob library exposes: Video, Banner, interstitial.
3. FrameworkLavCabe: It is a dynamic framework that integrates the static library labCaveAdMob.
4. labCaveDemoFramework: It is a conventional project that integrates the dynamic framework mentioned in the previous point. The main objective is to make a small demo application that shows the different types of ads that the labCaveAdMob library exposes: Video, Banner, interstitial.
5. TestsLibLabCave: These are the unit tests of the labCaveAdMob static library.

## 6 Installation

1. Install xcode distribution <https://developer.apple.com/xcode/>
2. Clone the repository <https://github.com/jjnn1593/Propuesta-LabCave.git>
3. Go to target labCaveAdMobDemo or labCaveDemoFramework.
4. Play target selected.

## 7.Versions

MacOS Catalina version 10.15.4.

Xcode version 11.4.1.

Swift 5.

## 8.Deployment

Simulator Iphone 11.