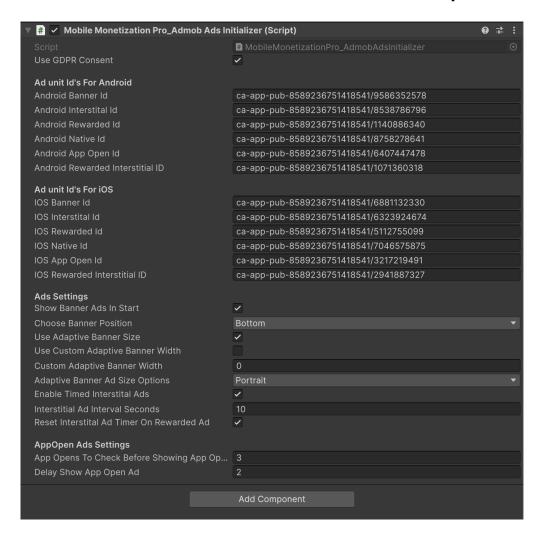
## **Admob Ads Callbacks Part-3**

## Introduction

In this video, we will learn how to set up **AdMob Ads Callbacks** in your mobile game using **Mobile Monetization Pro**.

## Admob Ads - Banner & Interstitial Callback Event Example



<sup>&</sup>quot;"csharp using System.Collections; using UnityEngine;

```
public class AdmobAdEvents : MonoBehaviour { private
MobileMonetizationPro.MobileMonetizationPro_AdmobAdsInitializer admobInitializer;
private void Start()
{
```

admobInitializer = MobileMonetizationPro.MobileMonetizationPro\_AdmobAd

```
if (admobInitializer != null)
    {
        StartCoroutine(ShowInterstitialAutomatically());
    }
    else
    {
        Debug.LogWarning("AdmobAdsInitializer instance not found!");
    }
}
private void OnTriggerEnter(Collider other)
{
    if (other.CompareTag("Player") && admobInitializer != null)
    {
        admobInitializer.HideBanner();
    }
}
private void OnTriggerExit(Collider other)
{
    if (other.CompareTag("Player") && admobInitializer != null)
    {
        admobInitializer.ShowBanner();
    }
}
private IEnumerator ShowInterstitialAutomatically()
{
    yield return new WaitForSeconds(5f);
    if (admobInitializer != null)
        admobInitializer.ShowInterstitialAd(true);
        admobInitializer.ResetInterstitialAdTimer();
    }
}
} ```
```

## **Admob Ads - Rewarded Callback Event Example**

```
"csharp using UnityEngine; using UnityEngine.SceneManagement; using
UnityEngine.UI;
public class ProgressionBar : MonoBehaviour { public Image fillImage; // Image
component to fill public float fillSpeed = 0.1f; // Speed at which the fill completes
public Button LoadLevelButton;
private void Start()
{
    if (fillImage == null)
    {
         Debug.LogError("Fill Image is not assigned!");
         return; // Exit if no image assigned
    }
    fillImage.fillAmount = 0f; // Ensure starting from 0
    StartFilling(); // Start filling normally if assigned
}
private void Update()
{
    if (MobileMonetizationPro.MobileMonetizationPro AdmobAdsInitializer.ins
       // give reward
       LoadLevelButton.gameObject.SetActive(true);
       {\tt Mobile Monetization Pro.Mobile Monetization Pro\_Admob Ads Initializer.ins}
    }
}
public void StartFilling()
{
    StartCoroutine(FillProgressionBar());
}
private System.Collections.IEnumerator FillProgressionBar()
{
    while (fillImage.fillAmount < 1f)</pre>
```

```
{
    fillImage.fillAmount += fillSpeed * Time.deltaTime; // Increment
    fillImage.fillAmount = Mathf.Clamp01(fillImage.fillAmount); // Cla
    yield return null; // Wait for next frame
}

// Fill completed
Debug.Log("Fill Completed!");

if (MobileMonetizationPro.MobileMonetizationPro_AdmobAdsInitializer.i
    MobileMonetizationPro.MobileMonetizationPro_AdmobAdsInitializer.ins
}
```