


Kindly follow below steps in order:

- Apps
 - Reports
 - Mediation
 - Campaigns
 - Blocking controls
 - Payments
 - Settings

- ## Congrats! Your app has been added to AdMob



sentenceMakerDemo

Android

App ID: ca-app-pub-3943349076666666~6952544991

Next steps

 1. Make a note of your new app ID. You'll need to add it to your app's source code to run AdMob.
 2. Create an ad unit to display ads in your app.
 3. If your app is published to Google Play or the App Store, remember to come back to link your app.

NEXT: CREATE AD UNIT

I'LL DO IT LATER

3. Go to this link : <https://developers.google.com/admob/unity/start> and download the official AdMob plugin for unity.
4. Open your project in unity. Go to Assets > Import Package > Custom Package and import the package you just downloaded in previous step.
5. Make sure all of the files are selected and click import.

Adding Banner Ads:

1. Now create a new C# script in scripts folder and name it as "bannerAd"
2. Download script from [this link](#) and copy all the content to the script that you created. Replace all adunit ids and banner ad ids with yours.
3. Open any scene where you want to show banner ad. Create an empty gameobject and attach this script to that gameobject.
4. You can now test it by building on android and ios. The banner ad will be shown perfectly.

Adding Interstitial Ads:

1. Download [this script](#) and add in your assets folder. Open any scene where you want to show interstitial ads. Make an empty gameobject and attach this script to it.
2. Replace all the adunit ids in this script to the ones that you got earlier.
3. The picture below shows a function which is used whenever you want to show interstitial ads

```
3 public void showInterstitial(){
1
2     if (interstitial.IsLoaded()) {
3         interstitial.Show();
4     }
5
5     }
7 }
3
```

4. You can use this function to display ads on clicking a button or call this function at the end of Start() function to show interstitials as soon as a scene is loaded. You can also call this function when game overs and the possibilities are endless.
5. You can now test interstitial ads in your game.