

How to integrate Ads in the app with AdMob?

1. Create an adwords account


To login to AdMob you need a Google Adwords account. Create one first at <http://adwords.google.com>


2. Create your AdMob account

Login to AdMob at <https://www.google.com/ads/admob/> and create your account after choosing your Adwords account

3. Create your ad

Once logged in Admob, you reach this page:


 Home


 Apps


 Reports

 Mediation


 Campaigns

 Blocking controls

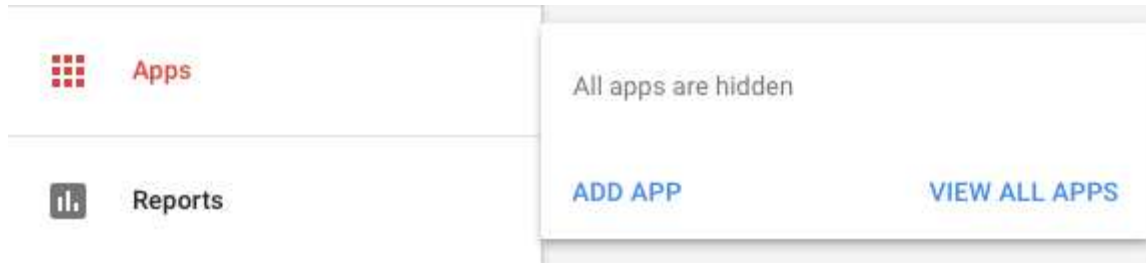
 Payments

 Settings

 Help

 Feedback


Click on “Apps” and on “ADD APP”:






Next, if you published your app, click on “YES”, you will have to search for your app on the stores. If “NO”, enter an “App name” and select the platform on which you want to publish your app:

A screenshot of a form titled "Enter your app information". The form has a text input field containing "My First App" with a character count "12 / 80" on the right. Below the text field is a "Platform" section with two radio button options: "Android" (which is selected) and "iOS". At the bottom of the form, there are two buttons: a blue "ADD" button and a "GO BACK" link.

Click on **NEXT: CREATE AD UNIT** and choose from interstitial or banner (rewarded is not supported). Give a name to the Ad and click on “CREATE AD UNIT”:

 **My First App**
Android


Ad format   Banner

Ad unit name  My First App Banner 19 / 80

[Advanced settings](#)

[CREATE AD UNIT](#) [BACK](#)

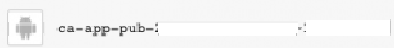
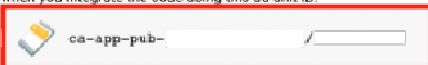
Note down the ad unit ID:

 **Ad unit successfully created**

Note that new ad units may take up to an hour to start showing ads. Why not [test your ad units](#) while you wait?

Next, place the ad unit inside your app

Follow these instructions:

1. Complete the instructions in the [Google Mobile Ads SDK guide](#) using this app ID:

2. Follow the [banner implementation guide](#) to integrate the SDK. You'll specify ad type, size, and placement when you integrate the code using this ad unit ID:

3. Review the [AdMob policies](#) to ensure your implementation is compliant.

[EMAIL INSTRUCTIONS](#)

[DONE](#) [CREATE ANOTHER AD UNIT](#)

You can repeat the same process to create another kind of ad, or the same kind of ad but for another kind of system/device.

4. Add your ad unit ID to your app

Go to your Editor, in the Publication tab of your app.

Check **“Monetize my app using AdMob?”** and enter the ad unit ID you just created:



The screenshot shows the 'MONETIZE YOUR APP' configuration screen. At the top, there is a header 'MONETIZE YOUR APP'. Below it, there is a checkbox labeled 'Monetize my app using AdMob?'. Underneath the checkbox, there is a text prompt: 'Enter your AdMob ID for each platform. Click here for more information about AdMob'. The form is organized into two rows: 'iOS' and 'Android'. Each row contains two input fields for 'AdMob Banner ID' and 'AdMob Interstitial ID'. To the right of these input fields are dropdown menus, both of which are currently set to 'Banner'.