

# Supersonic Pokkt Mediation

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## Prerequisites

- Please create account at <https://www.supersonicads.com/>
  - Please read basic instructions at <http://developers.supersonic.com/hc/en-us/categories/200550782-Android-> to integrate your android application with Supersonic.
  - For rewarded video integration : <http://developers.supersonic.com/hc/en-us/articles/201321042-Integrating-Rewarded-Video>.
  - Register your App here and add the placement for rewarded video accordingly and do the setting as per given in doc.
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## Configuration in Application

- Move the “mediationsdk-X.x.x.jar” file into the libs folder of your project. Make sure to update your project's dependencies accordingly.
  - Add the necessary permissions for Supersonic as suggested in Supersonic integration document to your application manifest.
  - Add the recommended activities to your AndroidManifest.xml as suggested in integration guide.
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## Code changes

- Create a class which implements Pokkt’s **AdNetwork** interface.
- The Supersonic SDK will notify your listener of all possible events so please handle the listener. Please follow the given java class file or doc. These below methods are which will be needed to handle and will be needed to trigger the event to POKKT.
  - onRewardedVideoInitFail
  - onRewardedVideoAdOpened
  - onRewardedVideoAdClosed
  - onVideoAvailabilityChanged
  - onVideoStart
  - onVideoEnd
  - onRewardedVideoAdRewarded

- onRewardedVideoShowFail

- This class should also implement **Application.ActivityLifecycleCallbacks** interface to map activity lifecycle with Supersonic SDK state.
- Sample implementation of this class is included in release “**SupersonicNetwork.java**”. Please use this java file in your project.
- Now the last part, please declare this class name along with package name (fully qualified class name) in your Pokkt account Dashboard for Supersonic network setting.