Localization

Introduction

❖ The resources include text strings, layouts, sounds, graphics, xml documents and any other static data.

❖ The android application can include multiple sets of resources, each customized for a different device configuration and/or a different localization.

❖ When the user runs the application, the android platform automatically selects and loads the resources that best match the handset.

Introduction

❖ It is common to create a set of default resources plus alternate ones to be used for different locales. The android platform will choose which to load based on the handset locale.

❖ Whenever the application runs in a locale for which there aren't locale specific set of resources the default ones will loaded. If the default ones aren't available an error will be thrown.

Default Resources

❖ The default resources set must include default resources for all resources types, including drawables, layouts, animations, graphics etc.

❖ The localized resource can contain a subset of the default one. The default one must be a complete one.

❖ The localized resources folders' names must include a language or a language-region combination (e.g. values-jp, values-ru, values-fr etc.).

Default Resources

❖ During runtime the android platform will first try to find the localized resource. If it fails it will use the default one.

Current Locale

❖ We can get the device locale using the following code

snippet.

```
...
String locale = context.getResources().
    getConfiguration().locale.getDisplayName();
...
```
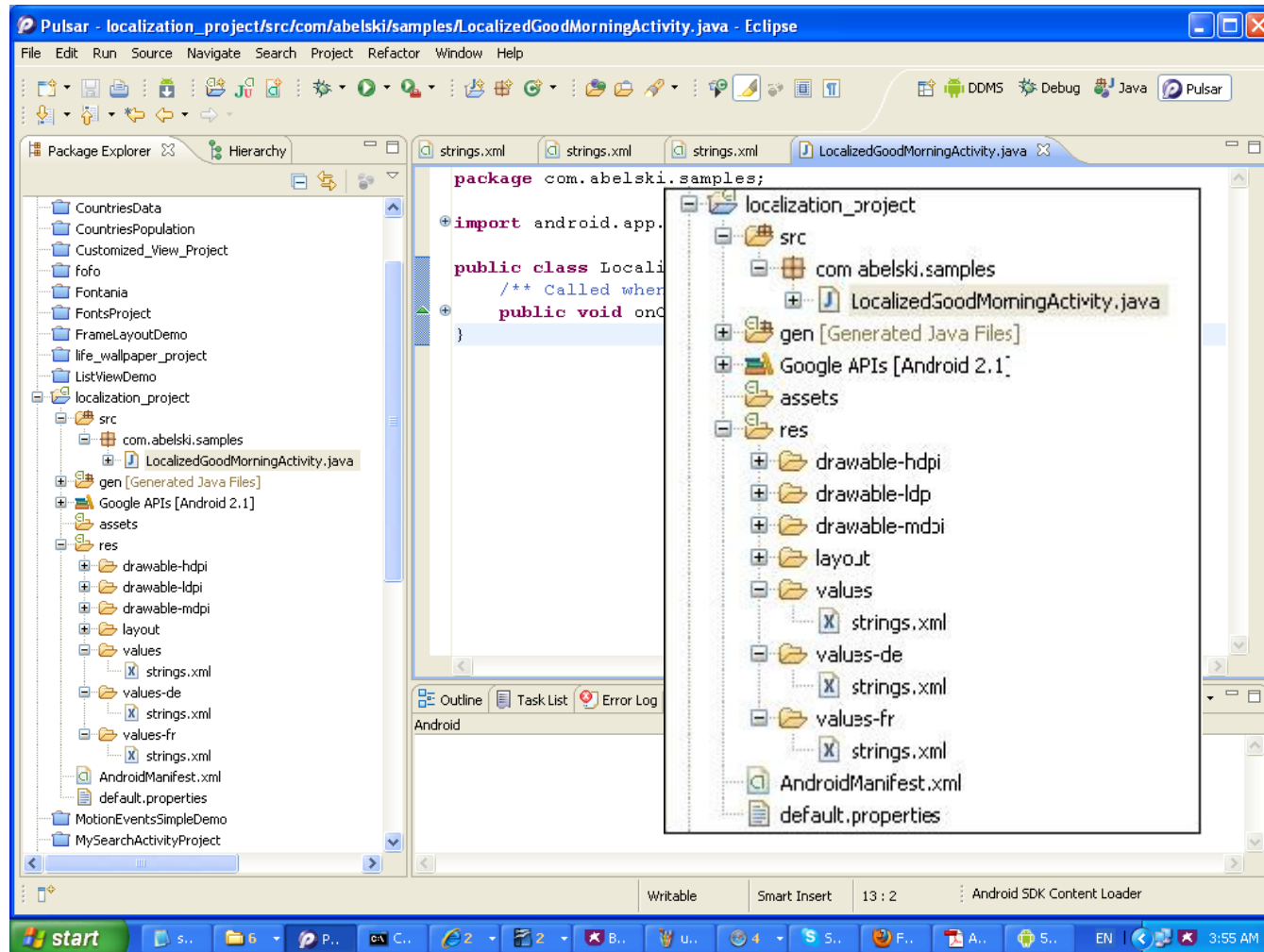
Testing

❖ When testing the application we can change the device locale through the setting application.

```
Home > Menu > Setting > Locale & Text > Select Locale
```

Sample

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Sample

```xml
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <string name="app_name">Guten Morgen</string>
</resources>
```

```xml
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <string name="app_name">Good Morning</string>
</resources>
```

```xml
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <string name="app_name">Bonjour</string>
</resources>
```

Sample

```
package com.abelski.samples;

import android.app.Activity;
import android.os.Bundle;

public class LocalizedGoodMorningActivity extends Activity
{
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
    }
}
```

Sample