

Android - Internationalization

- "Hello World" application localized for different languages
 - Currently English and German
- Main view defined by layout resource via `R.layout.main`
- `TextView` in layout resource references a string that can be internationalized
- The name of the directory contains the two letter country code by which different locales can be distinguished
 - English version of string => `res/values/strings.xml` (default)
 - German version of string => `res/values-de/strings.xml`
- Depending on device settings one of the string resource is used
- Resources which do not need localization - declare in default resource file instead of declaring in all localized resource files

In main.xml, XML-attribute 'text' of tag `<TextView>` does not contain a string literal
It references to string defined in `strings.xml`

main.xml

```
android:text="@string/greeting"
```



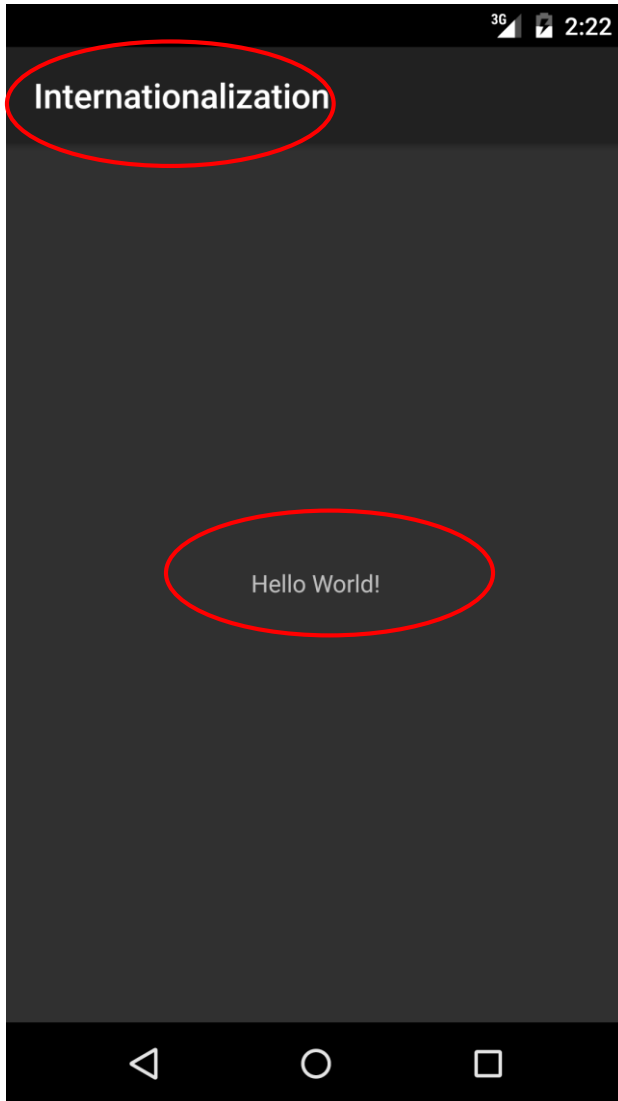
designates a string
resource to be looked
up in strings.xml

designates a symbolic
label used to identify
the particular string

strings.xml

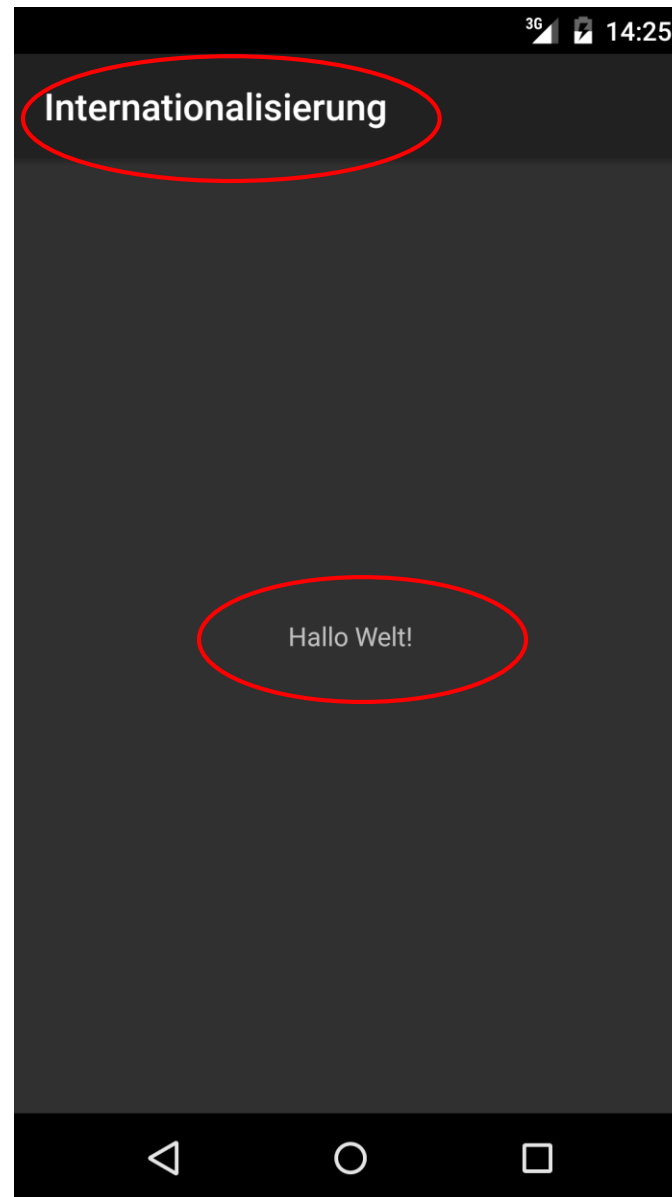
```
<string name="greeting">Hello World!</string>
```

The application partially works when cross-compiled using XMLVM.
Rotation does not work.



English :
res/values/strings.xml

German :
res/values-de/strings.xml



The emulator locale can be changed using the adb shell

- Pick the language code to which you want to change the locale to
- Once the emulator is launched, run adb shell:
`adb shell`
- In adb shell prompt, run:
`setprop persist.sys.language de;stop;sleep 5;start`
- The emulator will restart

References

- [Localization](#)
- [Application Resource](#)
- [TextView](#)

Exercise

- Add a localization for French (fr). The message to be displayed should be “Salut!”