Lecture 11: Localization
IN721: Design and Development of Applications for Mobile Devices
Semester One, 2020

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Wednesday, 25 March

Lecture 10: Fragment & Dialog Fragment Topics

- More menu items
- Dialog fragment
- IDataReceived
- Fragment

Lecture 11: Localization Topics

- Localization
- RTL & LTR

What Is Localization?

- Language localization
- Process of adapting a product's translation to a specific country
- There is a much large process of product translation & cultural adaption
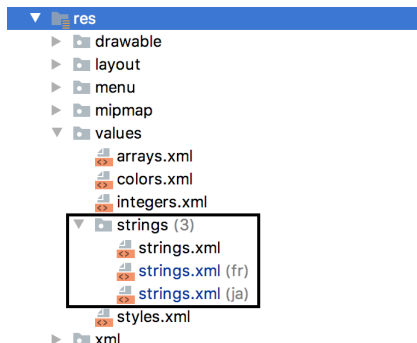
Localization

- Android runs on many devices in many regions/countries
- Application should handle text, audio, numbers, graphics, etc appropriately

Localization

- ▶ Include culture-specific strings that are translated to the language of the current locale
- ▶ Best practice to keep culture-specific resources separated from the rest of your app
- ▶ Android resolves culture-specific resources based on the system locale setting
- ▶ As an Android developer, you can provide support for different locales
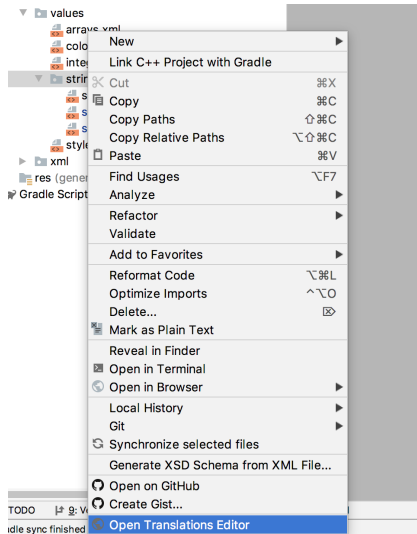
Localization

- Specify resources modified to the culture of the users
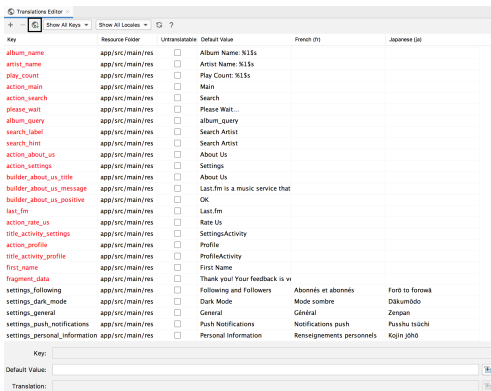- strings.xml (fr) & strings.xml (jp)
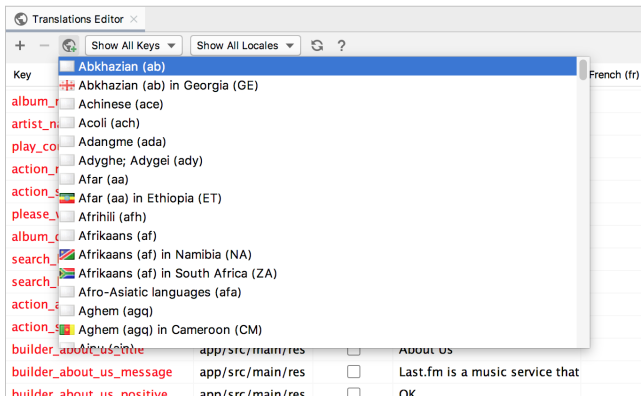
LOCALIZATION

▶ strings > Open Translator Editor

Localization
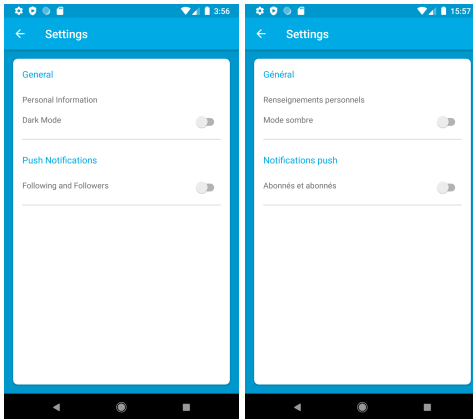
► Translator editor
► World icon
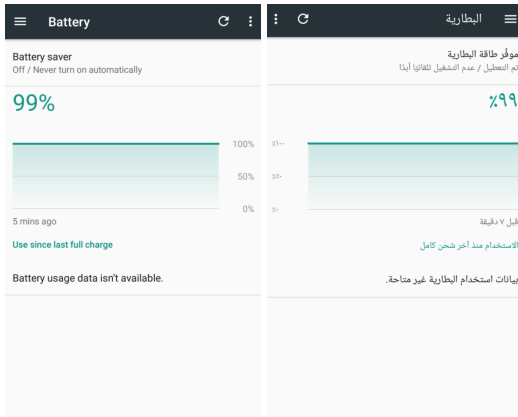
Localization

► Language selection

Localization

► Todays practical - expected output

RTL & LTR

- ► People who use RTL languages prefer an RTL user interface
- ► This includes right-aligned menus, right aligned text & forward arrows pointing to the left
- ► Languages included Arabic, Hebrew, Persian, etc

Practical

- Series of tasks covering today's lecture
- Worth 1% of your final mark for the Design and Development of Applications for Mobile Devices course
- Deadline: Friday, 12 June at 5pm

Exam 02

- ► Series of tasks covering lectures 05-08
- ► Worth 6% of your final mark for the Design and Development of Applications for Mobile Devices course
- ► Deadline: Friday, 27 March at 5pm