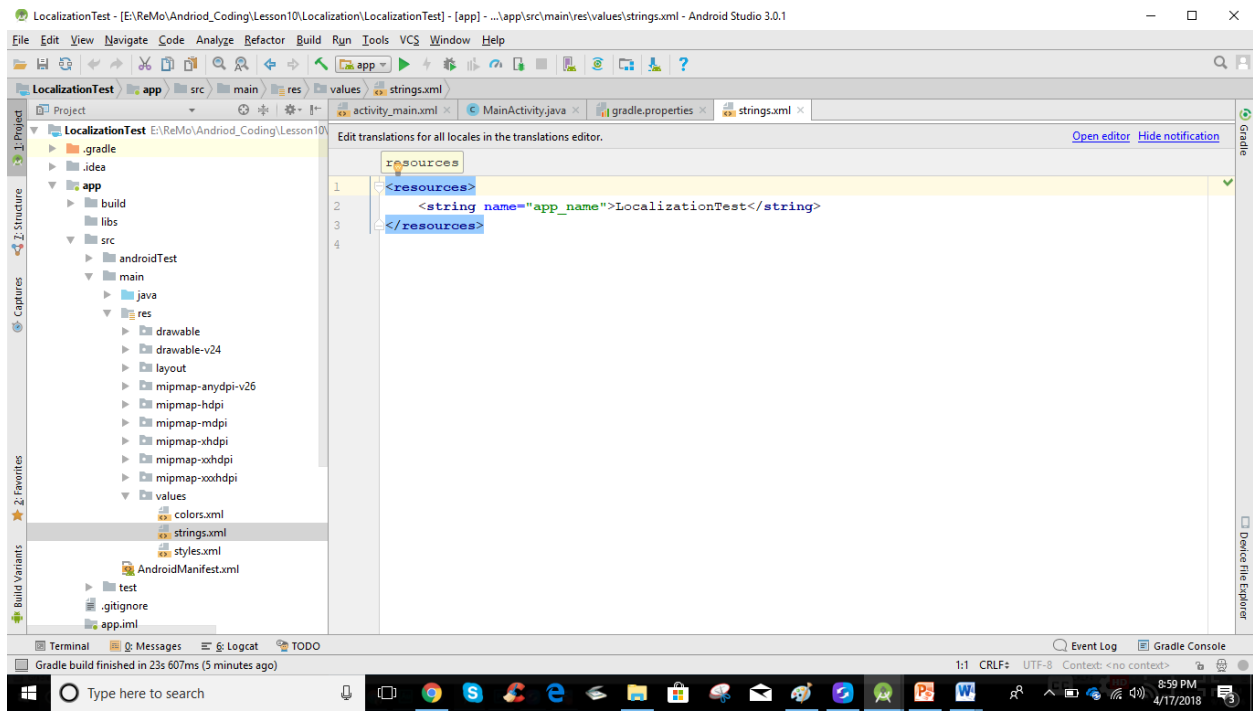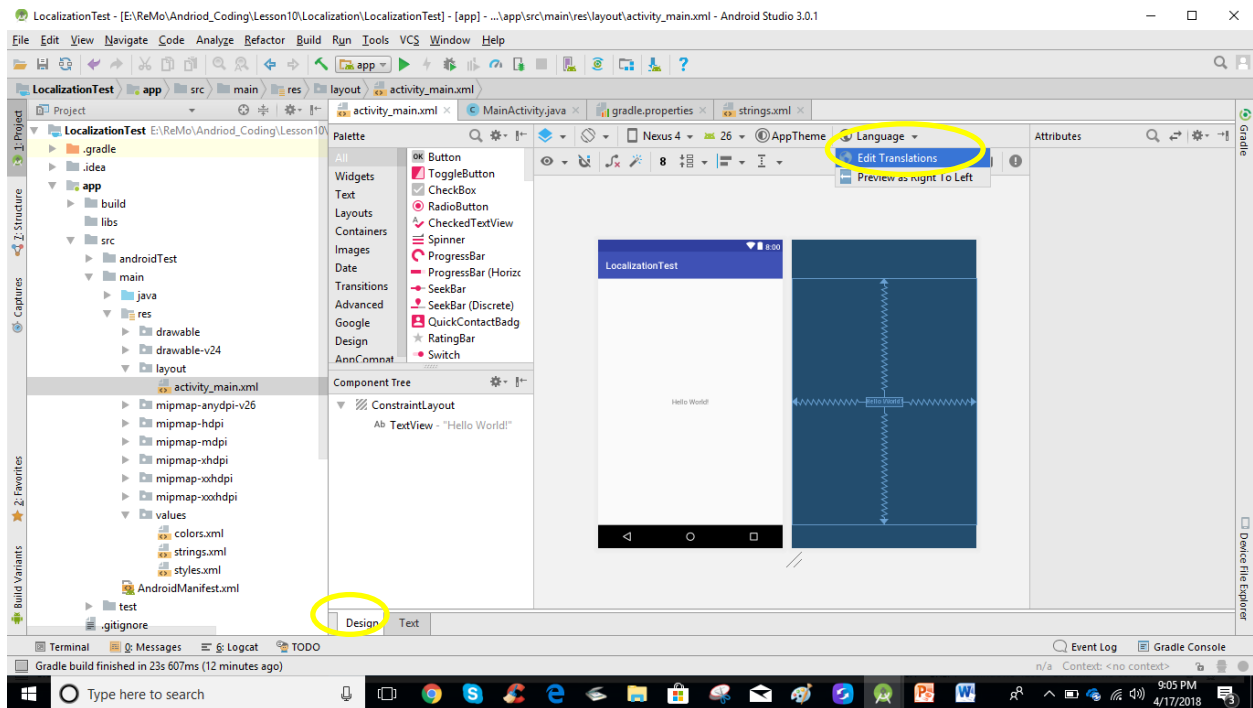# Localization Step by Step Screen Shots

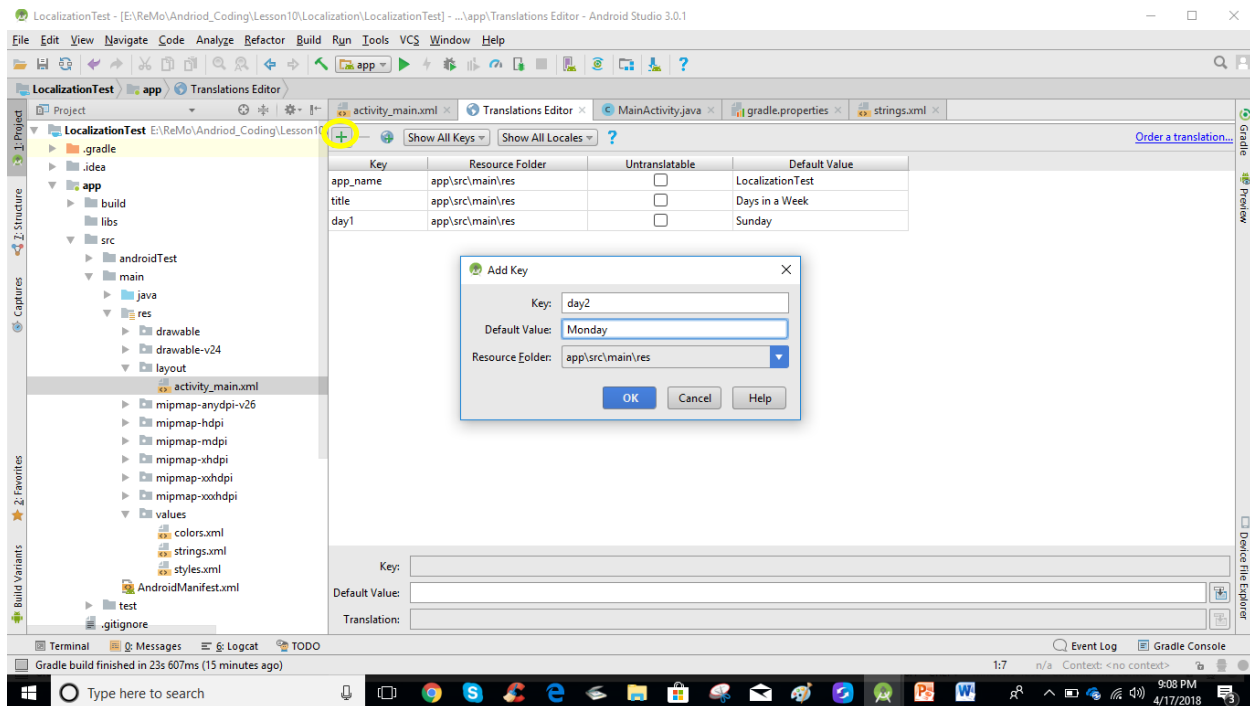Open in Project Perspective, you could see different resources.

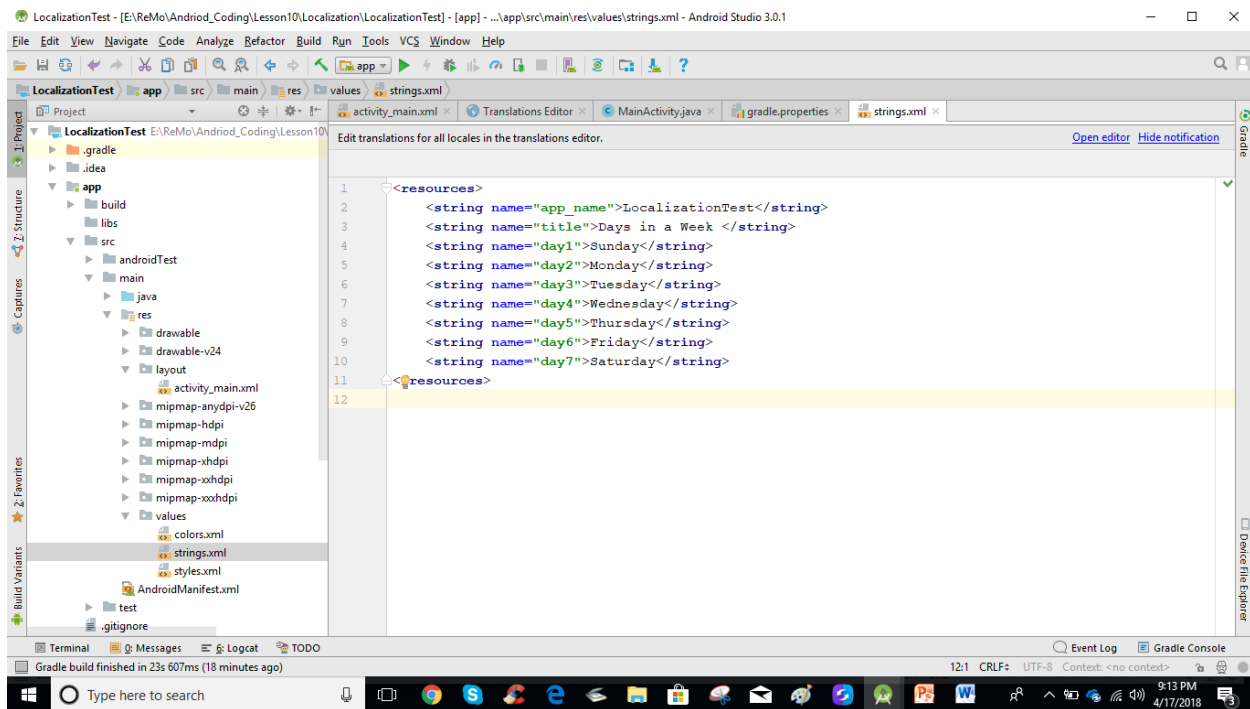Way 1 : Enter Data into String resource directly.

Way 2 – Go to your Layout Design View and Select Language → Edit Translation
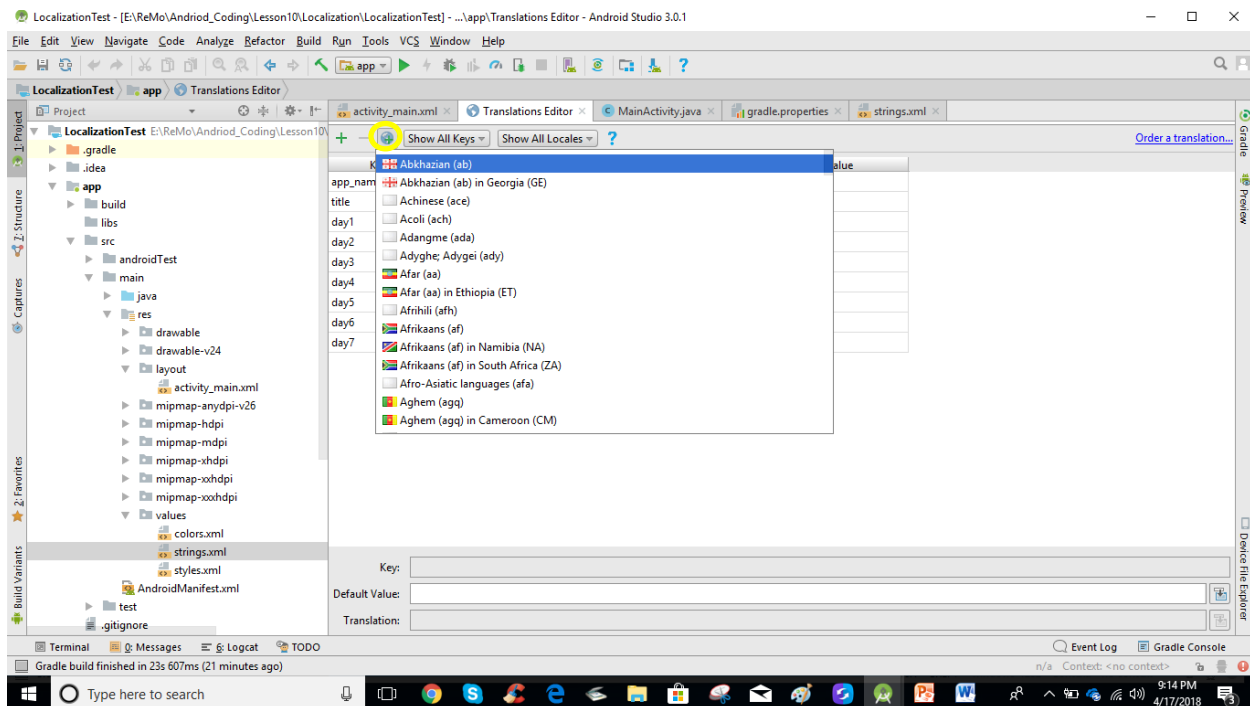
Click + to add more String inputs as a Key/Value Pair into your resource.

If you click on your strings.xml, you will notice with all the values.

If you want to add Locale support, go back to your Translation Editor and click the highlighted icon and choose the desired language.
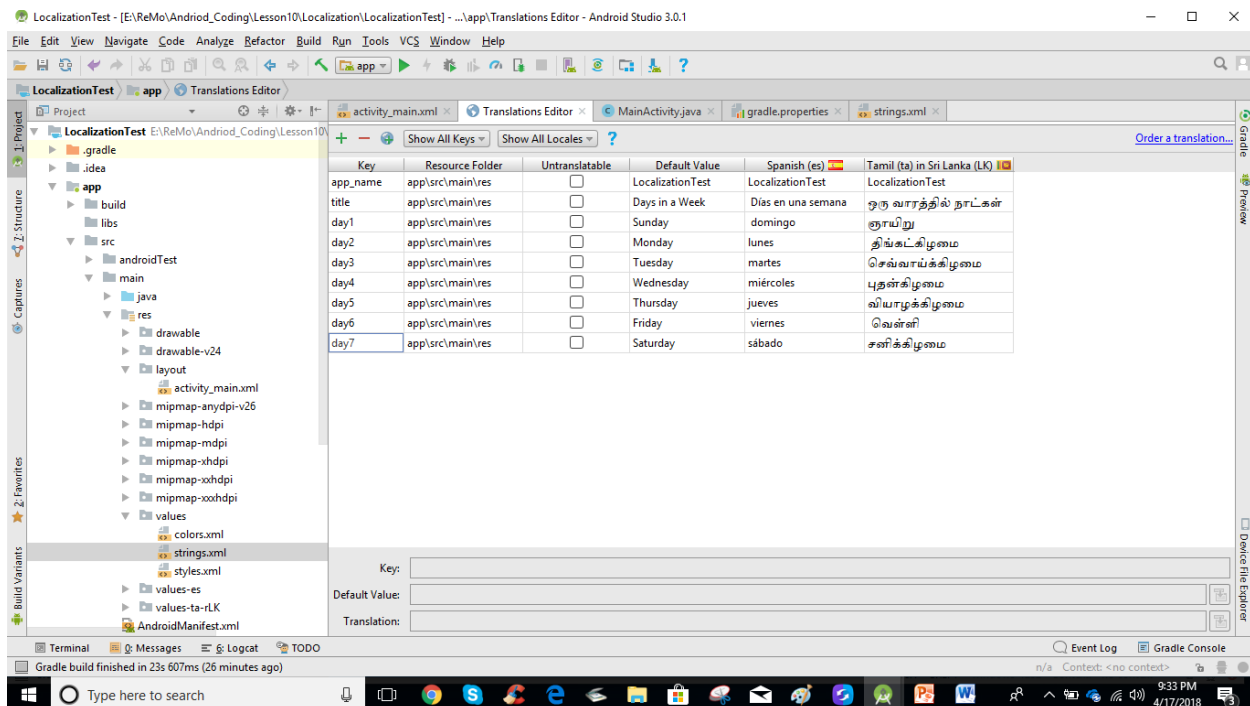

After Choosing the Language, you will get screen looks like below. Red color indicates that need to provide terms for each Locale.
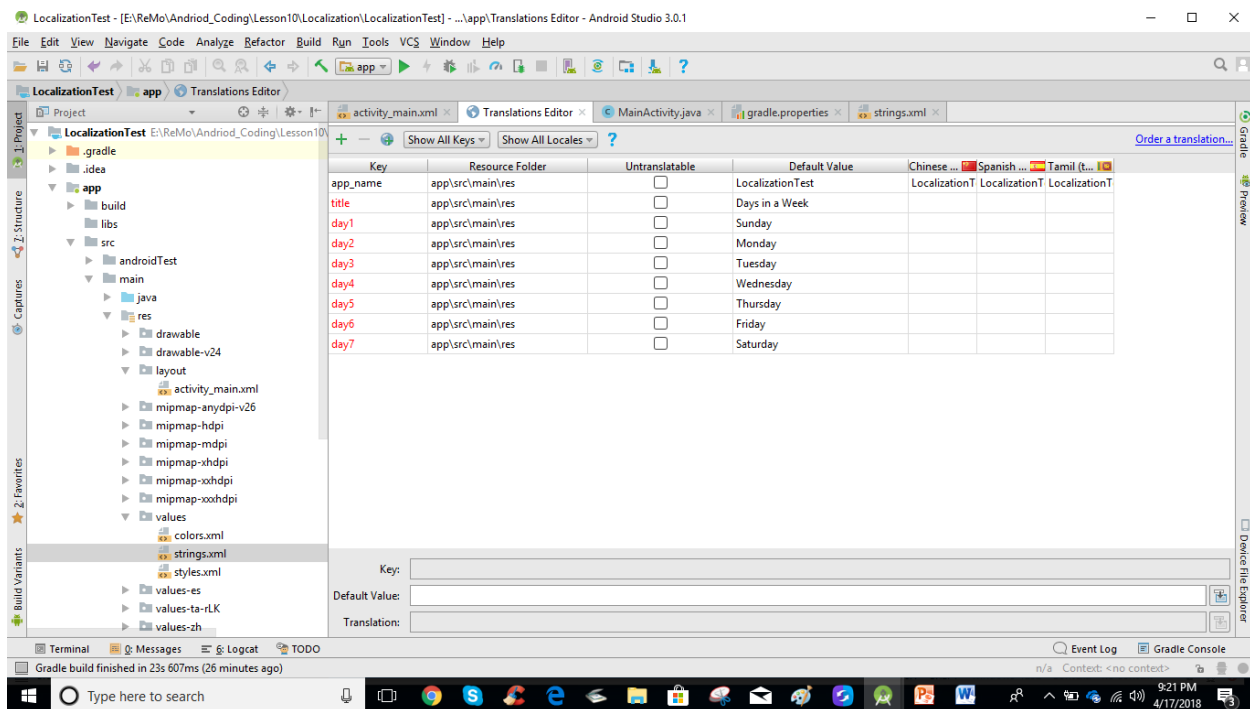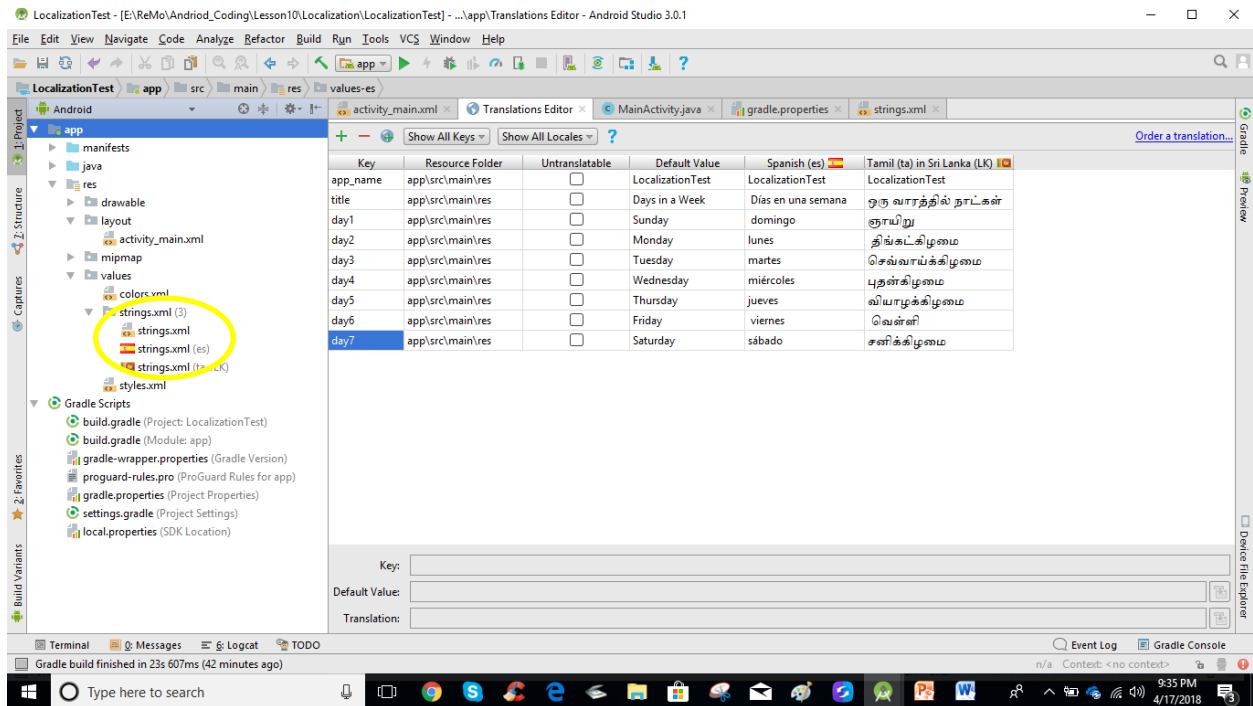
Use Google Language Translator to fill out the values in each locale.
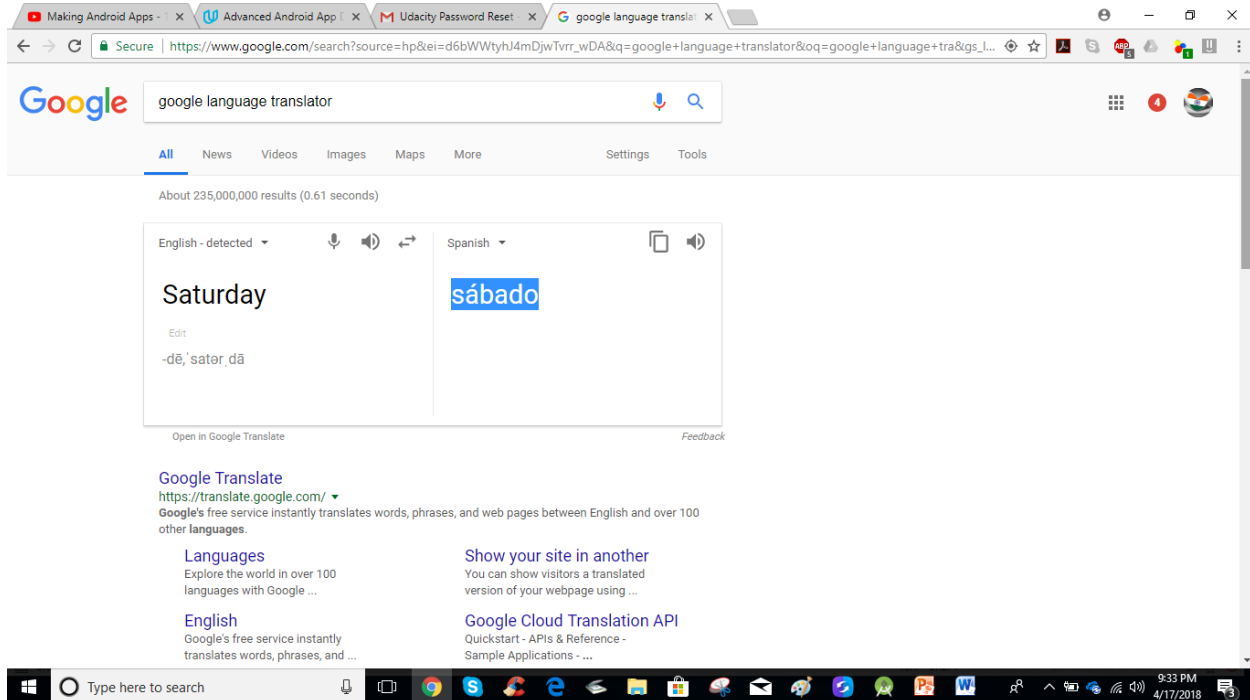
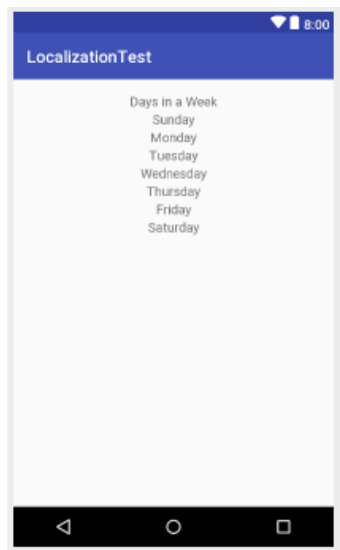Once you are done, you will get the below screen.

Take look at your resource folder in Android view, you will get three resource folder.

Go to your `activity_xml` and design layout as shown below. Add eight TextView components and make all component text attribute reference with its string resource.

Example : `android:text="@string/title"`

Run the Code and change the Language on your Locale Device or Emulator,

How to change the Language settings from your device/ emulator

Go to Settings from your Real device or Emulator, then select the Language and Input, then set your local language. Make sure that you should have the String resource for selected language in your app.