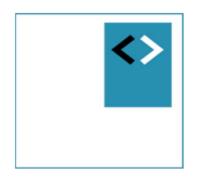


Angular - Maatwerk



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Internationalization

Using multiple languages and locales in your app

118n Process



- Internationalization vs Localization
 - Related, but NOT the same!
- Internationalization (i18n):
 - Preparing your app to use multiple languages
 - Separating content for translation
 - Updating angular.json with locales
- Localization:
 - Building your app for a specific language
 - Default: NO RUNTIME SWITCHING of languages
 - Each locale gets its own build

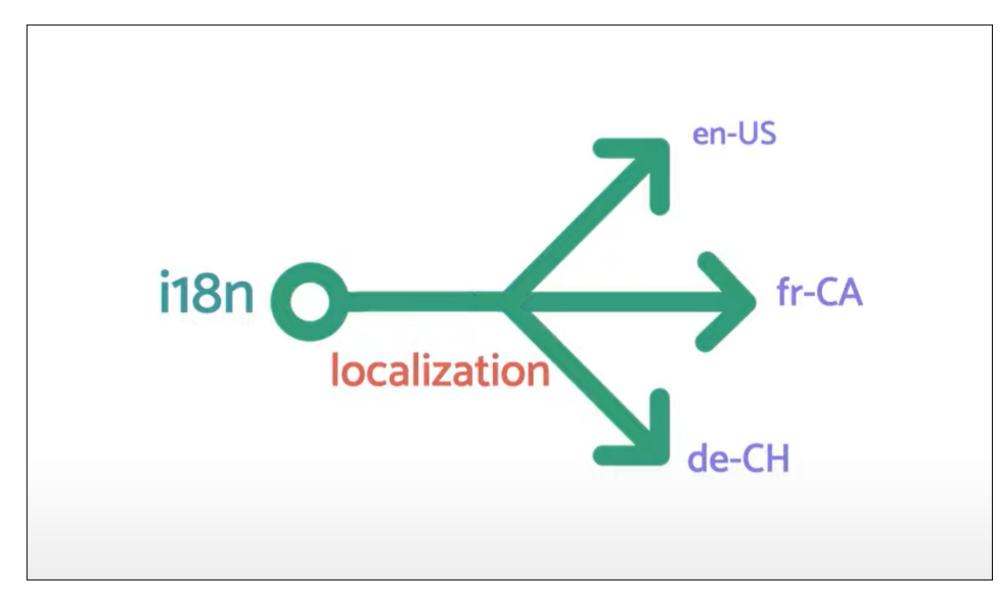
Locales



- Are mentioned in the format {language}-{locale}
- For instance:
 - en-US
 - fr-CH
 - nl-NL
- Internationalization happens ONCE (1x)
- Localization happens MANY TIMES (as much locales as you want to support
- You can change locale, without rewriting your application code
 - Page reload required. NOT at runtime with default Angular solution.

Internationalization





3 steps in localization



- 1. Install dependencies
 - Using npm install <package>...
- 2. internationalize the application
 - Add i18n tags and attributes to existing code
- 3. Localize the application
 - Repeat step 3 for every locale you want to add

A sample internationalization (i18n) app Angular (also referred to as Angular 2+) is a TypeScript-based free and open-source single-page web application framework. It is developed by Go individuals and corporations. Angular is a complete rewrite from the same team that built AngularJS. The Angular ecosystem consists of a diverse glibrary authors, and content creators. According to the Stack Overflow Developer Survey, Angular is one of the most commonly used web framewo Source: wikipedia.org, Angular Switch languages French English

1. Add dependencies



- ng add @angular/localize
 - Reply Yes to confirm installation

When adding localization



- Files are updated:
 - @angular/localize added in angular.json as polyfill
 - | /// <reference types="@angular/localize" /> added to main.ts
 - "types": ["@angular/localize"] added to tsconfig.json

```
à Confirming installation
à Installing package

UPDATE src/main.ts (301 bytes)

UPDATE tsconfig.app.json (472 bytes)

UPDATE tsconfig.spec.json (477 bytes)

UPDATE angular.json (2834 bytes)
```

2. Preparing your app for i18n



- Add the i18n attribute to tags/content you want to translate
- Simple attribute for default translation, more finegrained options available for adding custom id's, meaning, description.

3. Extract elements



- Extract all elements that has been marked for translation
 - using the extract-i18n tool
- 1: create a src/locale directory.
 - This will contain the translation files
- 2: ng extract-i18n --output-path src/locale
 - This will create a messages.xlf file in the src/locale directory.

4. Add other translations



- .xlf is a standard format, used by translation agencies worldwide
 - https://en.wikipedia.org/wiki/XLIFF
- Copy the messages.xlf file to (for instance) messages.fr.xlf for French translations
 - Copy and rename to cover other languages.
- Cover all messages and translate them
 - Often professional translation software that can read/write .xlf is used.
 - Not recommended to do this directly in the XML.

5. Update angular.json to support .fr



- Update the section projects.<name>.architect.build.options
- Documentation: https://angular.dev/guide/i18n/merge#angularjson-for-en-us-and-fr-example

```
For example, the following excerpt of an angular.json workspace build configuration file sets the source locale to en-US and provides the path to the French (fr) locale translation file.

angular.json

"projects": {

"angular.io-example": {

"i18n": {

"sourceLocale": "en-US",

"locales": {

"fr": {

"translation": "src/locale/messages.fr.xlf",

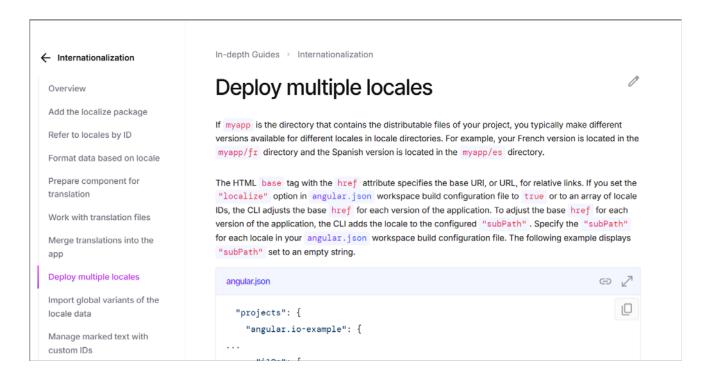
...

}
```

6. Deploy the locales



- Build application. If you use the flag --localize, all locales are generated.
 - ng build --localize
 - https://angular.dev/guide/i18n/deploy



Read Article



Refer to official documentation

Use article from localizely: https://localizely.com/blog/angular-i18n-

tutorial/

