

i l 8n & L l 0n

Thierry Sans

# Internationalization (i18n)

“Internationalization is the process of designing a software application so that it can be adapted to various languages and regions without engineering changes.”

Wikipedia

➔ **Make an application language agnostic**

# Localization (L10n)

“Localization is the process of adapting internationalized software for a specific region or language by adding locale-specific components and translating text.”

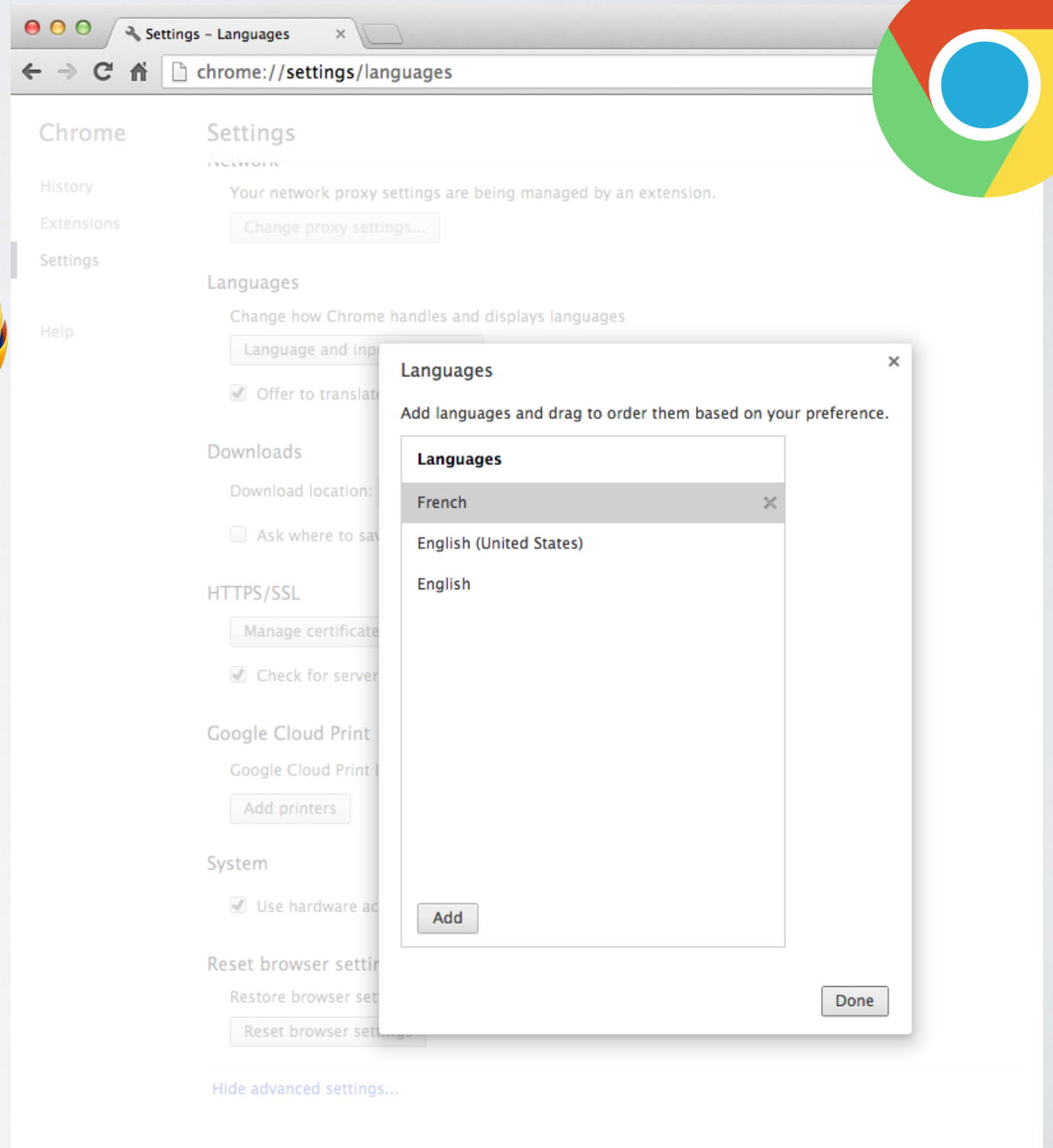
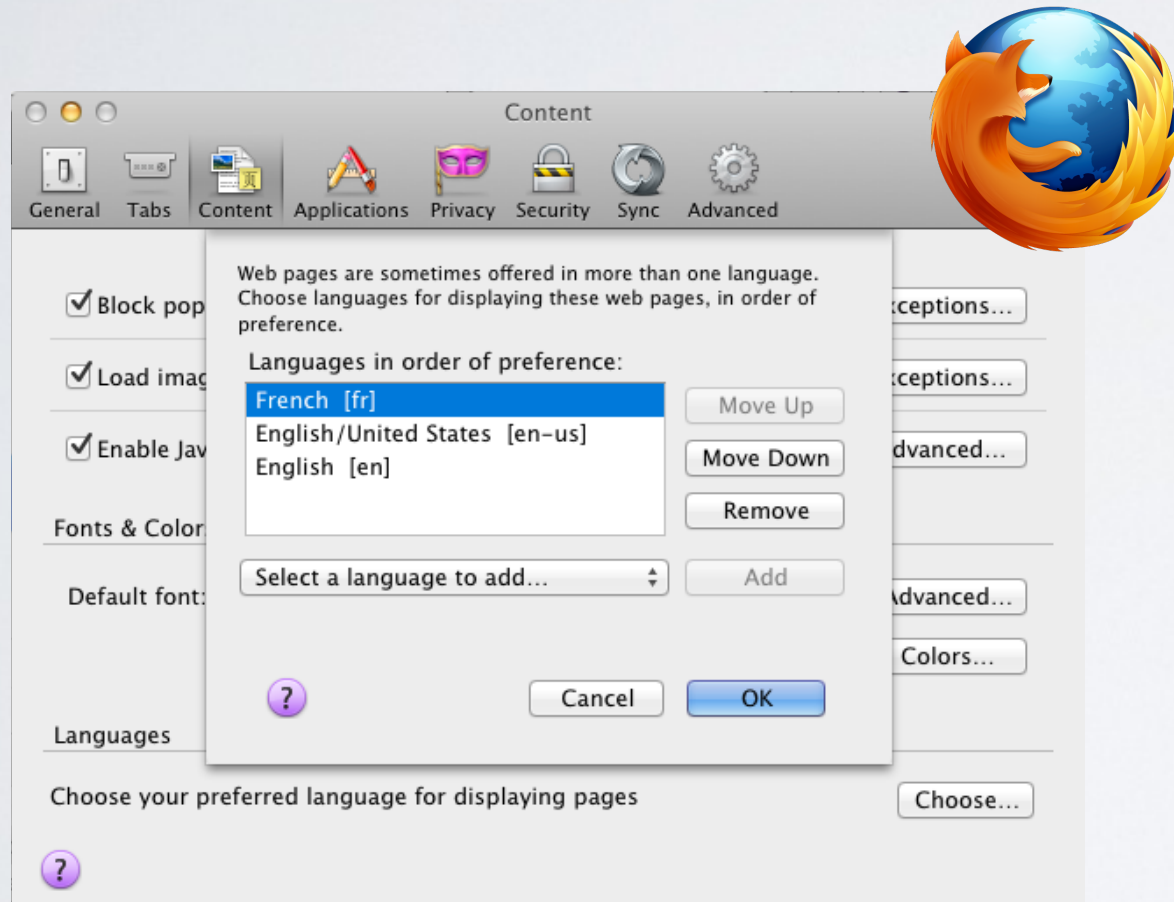
Wikipedia

➔ **Adapting an application for a specific language (aka *locale*)**

# It is is not only about language translation

- Number format
- Date/Time
- Punctuation
- Sort orders
- Units and conversion
- Currency
- Paper size
- Page layout

# Configure your locale preference

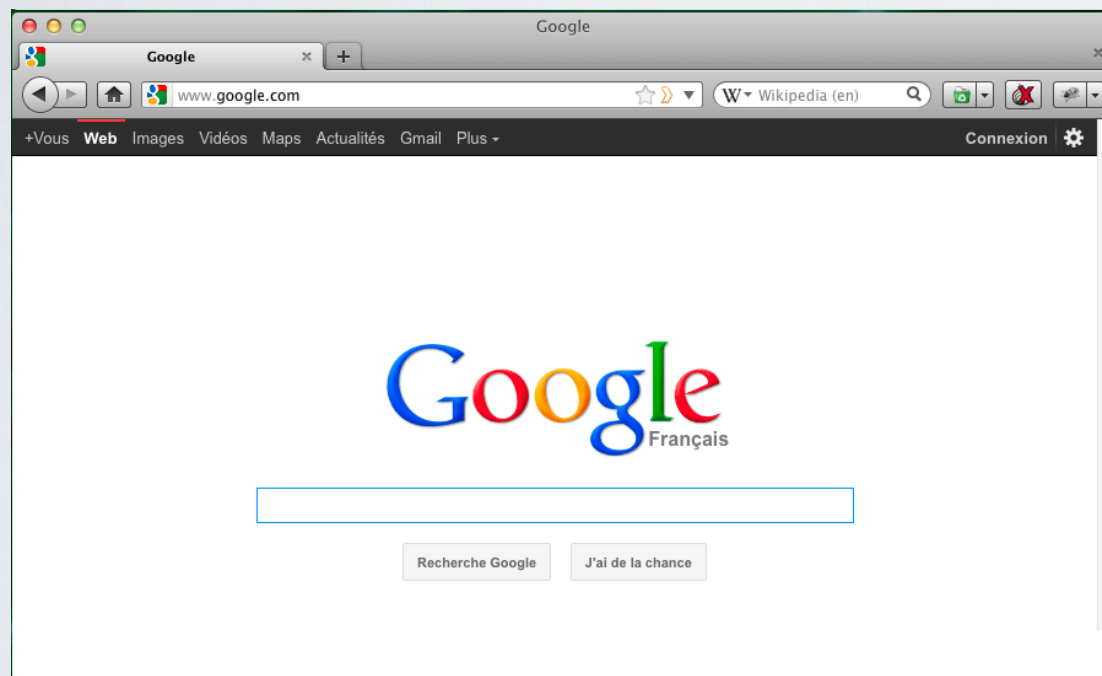




### Request Headers

[view source](#)

**Host** www.google.com  
**User-Agent** Mozilla/5.0 (Macintosh; Intel Mac OS X 10.7; rv:7.0.1) Gecko/20100101 Firefox/7.0.1  
**Accept** \*/\*  
**Accept-Language** fr,en-us;q=0.7,en;q=0.3



GET index.html

Google Français



# What are the difference locales?

<http://www.il8nguy.com/unicode/language-identifiers.html>

# Alternative options

- Store the language preference in the URL
- Store the language preference in the user's profile
- Store the language preference in a cookie