

Flutter Localization Guide

Using `easy_localization` Package (English & Arabic Example)

📌 Step 1: Add Dependencies

In `pubspec.yaml`:

```
dependencies:
  easy_localization: ^3.0.0
  flutter_localizations:
    sdk: flutter
```

Run:

```
flutter pub get
```

📌 Step 2: Prepare Translation Files

Create folder: `assets/langs/`

`en.json`:

```
{
  "hello": "Hello",
  "settings": "Settings",
  "language": "Language",
  "change_language": "Change Language"
}
```

`ar.json`:

```
{
  "hello": "مرحبا",
  "settings": "الإعدادات",
  "language": "اللغة",
  "change_language": "تغيير اللغة"
}
```

📌 Step 3: Register Assets

In `pubspec.yaml`:

```
flutter:
  assets:
    - assets/langs/
```

📌 Step 4: Initialize Localization

In `main.dart`:

```
import 'package:flutter/material.dart';
import 'package:easy_localization/easy_localization.dart';

void main() async {
  WidgetsFlutterBinding.ensureInitialized();
  await EasyLocalization.ensureInitialized();

  runApp(
    EasyLocalization(
      supportedLocales: [Locale('en'), Locale('ar')],
      path: 'assets/langs',
      fallbackLocale: Locale('en'),
      child: MyApp(),
    ),
  );
}
```

📄 Step 5: Configure MaterialApp

```
class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'My App',
      locale: context.locale,
      supportedLocales: context.supportedLocales,
      localizationsDelegates: context.localizationDelegates,
      home: HomePage(),
    );
  }
}
```

📄 Step 6: Use Translations

Anywhere in your app:

```
Text('hello').tr() // Automatically translates
```

📄 Step 7: Language Switching

```
ElevatedButton(
  onPressed: () {
    final newLocale = context.locale.languageCode == 'en'
      ? Locale('ar')
      : Locale('en');
    context.setLocale(newLocale);
  },
  child: Text('change_language').tr(),
)
```

📄 RTL Support (Automatic)

Flutter handles RTL layout for Arabic automatically.
If you want to control it manually:

```
Directionality(  
  textDirection: context.locale.languageCode == 'ar'  
    ? TextDirection.rtl  
    : TextDirection.ltr,  
  child: YourWidget(),  
)
```

📄 Summary

- 📄 Add required dependencies
- 📄 Create JSON translation files
- 📄 Initialize `EasyLocalization`
- 📄 Configure `MaterialApp`
- 📄 Use `.tr()` for translations
- 📄 Switch languages with `context.setLocale()`
- 📄 RTL is automatically handled