

locale

- set of parameters that define a user's personal preferences
 - language
 - country
 - other area-specific things

locale command

- prints information about the current locale environment to standard output

Environment Variables

- variables that can be accessed from any child process

Common ones

- **HOME**: path to user's home directory
- **PATH**: list of directories to search in for command to execute
- change value:
 - `export VARIABLE=`

LC_* Environment Variables

- `locale` gets its data from the LC_* environment variables

Examples

- `LC_TIME`
 - date and time formats
- `LC_NUMERIC`
 - non-monetary numeric formats
- `LC_COLLATE`
 - order for comparing and sorting

Locale Settings Can Affect Program Behavior

- default sort order for the `sort` command depends:
 - `LC_COLLATE='C'`: sorting is in ASCII order
 - `LC_COLLATE='en_US'`: sorting is case-insensitive except when the two strings are otherwise equal

and one has an uppercase letter earlier than the other

- other locales have other sort orders

The ‘C’ Locale

- used to be the default locale (may not be true on most machines today)
- an environment of “least surprise”
 - basic and straightforward
- behaves like Unix system **before** locales

```
1 ## Set locale for one variable
2 $ export LC_COLLATE='C'
3 ## Set all locale
4 $ export LC_ALL='C'
```

sort: sorts lines of text files

- sort order depends on locale
- C locale: ASCII sorting

Usage

```
sort [OPTION] ... [FILE] ...
```

comm: compare two sorted files line by line

- comparison depends on locale

Usage

```
comm [OPTION] ... FILE1 FILE2
```

tr: translate or delete characters

- to replace, provide two sets, each character mapping to a translate
- to delete, use `-d` option and only provide one set of characters to delete

Usage

```
tr [OPTION] ... SET1 [SET2]
```