Localization Vs Internationalization

**Localization**

Localization refers to the **adaptation** of a product, application or document content to meet the language, cultural and other requirements of a specific target market (a *locale*). Localization is sometimes written as *l10n*, where 10 is the number of letters between l and n.

**Internationalization**

Internationalization is the design and development of a product, application or document content that **enables** easy localization for target audiences that vary in culture, region, or language.

Internationalization is often written *i18n*, where 18 is the number of letters between i and n in the English word.

<http://stackoverflow.com/questions/506743/localization-and-internationalization-whats-the-difference>

**Internationalization (i18n):** the process of changing your software so that it isn't hardwired to one language/locale/culture.

**Localization (l10n):** the process of adding the appropriate resources to your software so that a particular language/locale is supported. It's bigger in scope than just [this Wikipedia entry](http://en.wikipedia.org/wiki/Language_localization), but it's a good start.

According to [Apple](https://developer.apple.com/library/mac/documentation/MacOSX/Conceptual/BPInternational/Introduction/Introduction.html):

**Internationalization is the process of designing and building an application to facilitate localization**. **Localization, in turn, is the cultural and linguistic adaptation of an internationalized application** to two or more culturally-distinct markets.

**Internationalization prepares your application for localization**. **For example, you might encode characters stored in your database in Unicode (utf8mb4 instead of latin1), moving strings to resource files, enabling the use of date, time and currency formats, etc.**

When you wish to sell, for example, a Chinese version of your app, you'd then localize it by hiring a translator to build the zh-CN resource files, and use a new date/time/currency format.

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

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

**Localization is the process of translating your app into multiple languages**. But before you can localize your app, you internationalize it. **Internationalization is the process of making your app able to adapt to different languages, regions, and cultures**. Because a single language can be used in multiple parts of the world, your app should adapt to the regional and cultural conventions of where a person resides. An internationalized app appears as if it is a native app in all the languages and regions it supports.

**Internationalization (i18n) is the process of developing products in such a way that they can be localized for languages and cultures easily**. **Localization (l10n), is the process of adapting applications and text to enable their usability in a particular cultural or linguistic market**. For application developers, internationalizing an application means abstracting all of the strings and other locale-specific bits (such as date or currency formats) out of the application. Localizing an application means providing translations and localized formats for the abstracted bits.

Angular supports i18n/l10n for [date](https://docs.angularjs.org/api/ng/filter/date), [number](https://docs.angularjs.org/api/ng/filter/number) and [currency](https://docs.angularjs.org/api/ng/filter/currency) filters.