

Michael Eaton

## Lab 06

1. Internationalization is designing a piece of software in such a way that it can be adapted for use in multiple localities. Localization is utilizing an internationalized piece of software to allow its use in a specific locale.
2. If software is internationalized, it can quickly be localized for usage in any part of the world, allowing a business to capture that share of the market. For example, if the iPhone was not internationalized, it would not be able to access European markets, and therefore be crippled in its ability to sell.