

## CIS 3515 Assignment 6

**Instructions:** Extend your previous application by adding localization for a French translation for all string values in your app. You will first update the application you worked on in the last lab to ensure that text labels and all string literals are replaced with strings from a resource file. You will then provide a translation for a second language.

1. Create a new branch of your previous application and use it as a starting point.

If your previous application was incomplete, email the instructor about getting a working implementation to use as a starting point.

As a reminder, please perform commits relatively frequently with descriptive commit messages.

2. Place a TextView above the adapter view in your main activity (if one does not already exist), giving instructions about how to use your app. Something like “*Click an item below to view*” will suffice.
3. Add string resources to your application to provide the text necessary for the label you just added, as well as every displayed text value in your application, including the name/description for the items being displayed in your adapter view. For the item names, use a String-array resource: <https://developer.android.com/guide/topics/resources/string-resource#StringArray>

**IMPORTANT:** Once completed, no strings that are ever **visible** to the user should be “hard-coded” in your app. That is, if the user can see it, then it must be coming from a string resource and **not** be a string literal written directly into your code or a resource file (other than the strings.xml file or course). Otherwise Android would not be able to translate the string.

4. Add that a new string resource file for French translations translations. To get the correct French values you can:
  - A) Good → Use Google translate
  - B) Better → Spend a semester abroad, but it might be too late for that plan
  - C) Best → Pay a translation service. Not practical for a college course, so let's try Plan A
5. Test your application by changing the Language of your virtual device from English to French. You will find the Language configuration under Device Settings. Good luck changing it back to English. Test your app to see how it behaves when you try selecting an item when using the French language. Just like your previous assignment, the second activity should launch, with the item image being displayed, and the name/description shown in French.

**NOTE:** If the item name/description doesn't have a French description, then feel free to rename the items so that the descriptions are translatable. As a last resort, you can simply name the items “One, Two, Three, etc.”

## Rubric

Application based on git branch of previous lab	10
Resources are used for all string values instead of hard-coded strings	20
Resources are used for String arrays instead of hard-coded values	30
App is localized for French when device language is changed	40