

# Mobile Dev Week 2 Lab

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## Conversion App

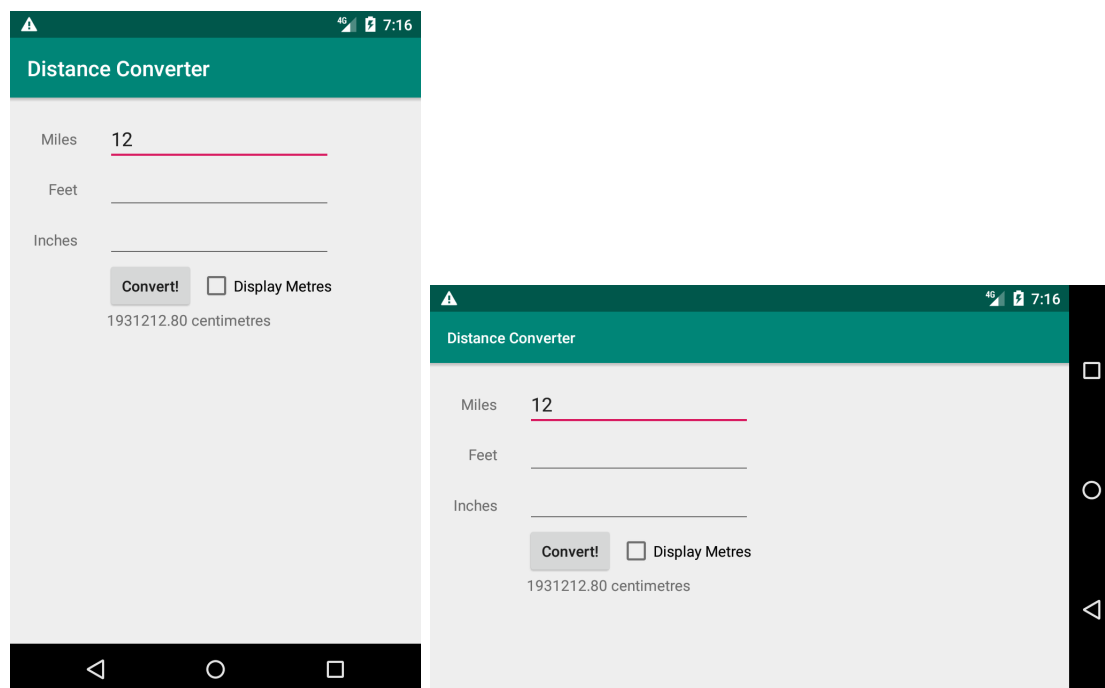


Figure 1: Conversion app in portrait and landscape

## Localisation

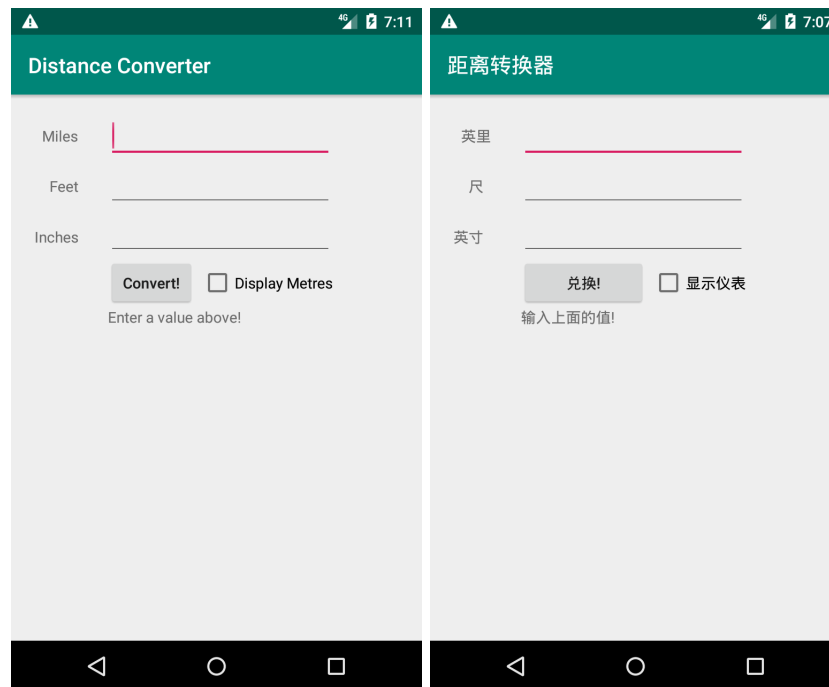


Figure 2: Conversion app in English and Chinese

In Android development, when you design an interface it's important that you use as many references to resources in the app as possible so that you can more easily perform localisation tasks. This is because you can create sets of resources for different locales, and these resources will be switched out when the locale of the device is changed. In this instance, we have two string files set up for our interface that contains all the strings that the user would see when looking at the application. One of these files acts as the default which contains everything in English. When we want to display a string to the screen we reference from within the resources, showing the corresponding string. In our second file of strings (which is for Chinese locales in this example) we have all of the exact same string names, but different strings that have been translated into Chinese. Now when the application detects the Chinese locale it switches to using the Chinese resources for the app. Since we told the application to display strings from the resources file, it will now start pulling strings from our Chinese strings file and display those instead. This system allows for us to create localisations for our applications easily.