

i l 8n & L l 0n

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# Internationalization (i18n)

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

Wikipedia

→ **Make an application language agnostic**

# Localization (L10n)

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

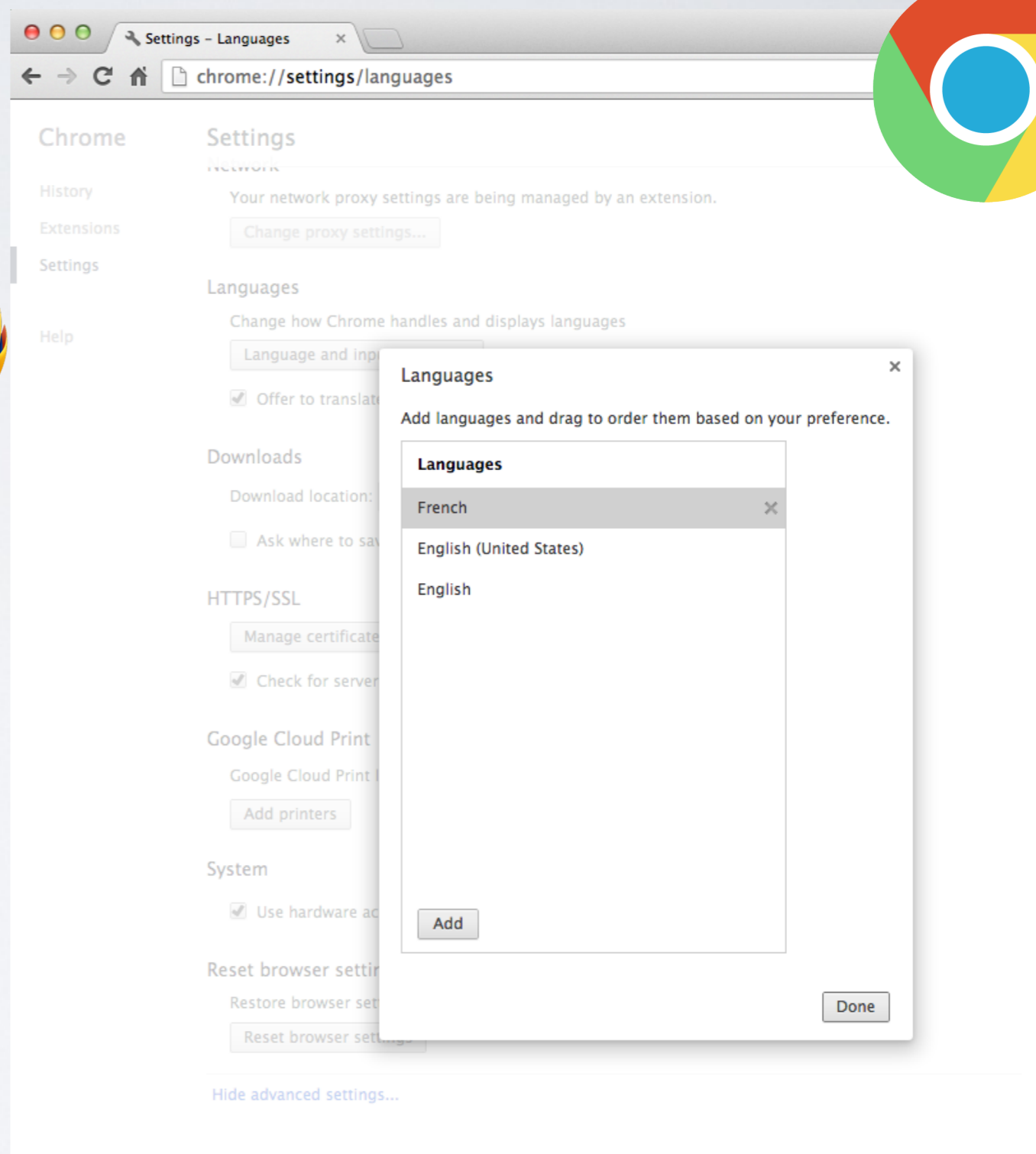
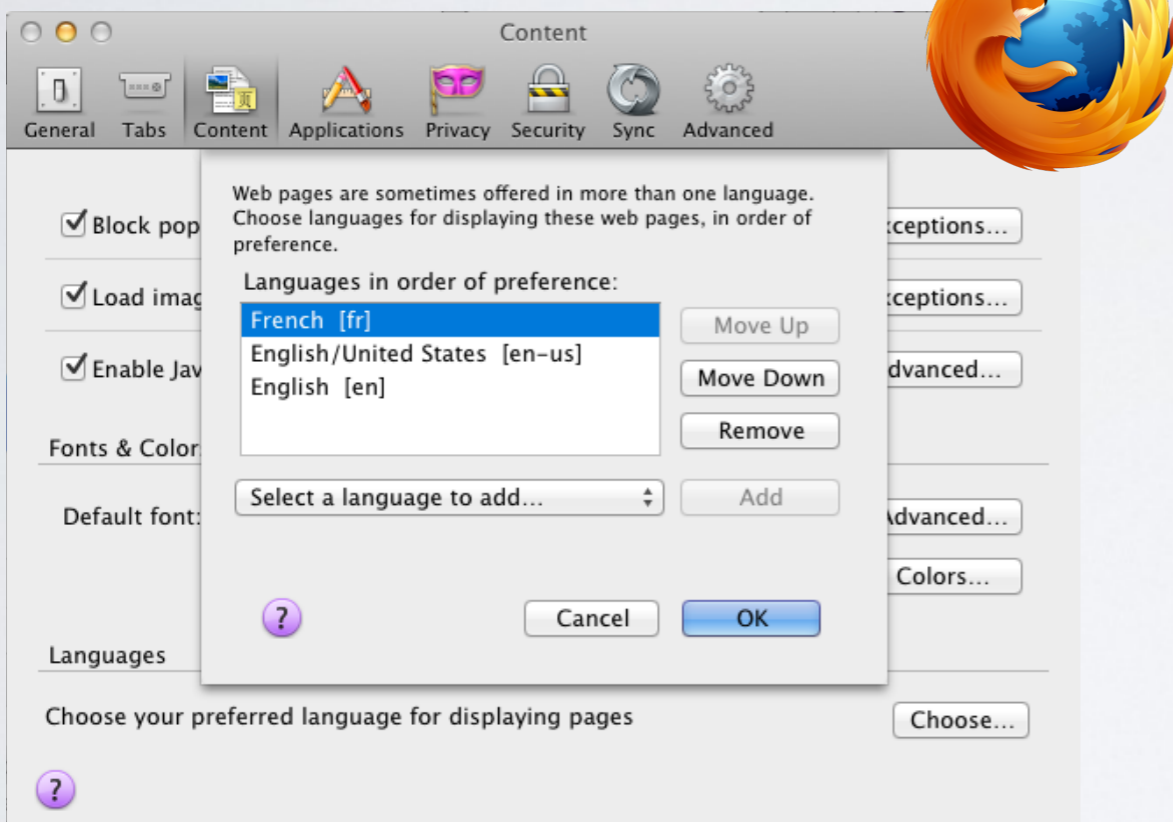
Wikipedia

➔ **Adapting an application for a specific language (aka *locale*)**

# It is is not only about language translation

- Number format
- Date/Time
- Punctuation
- Sort orders
- Units and conversion
- Currency
- Paper size
- Page layout

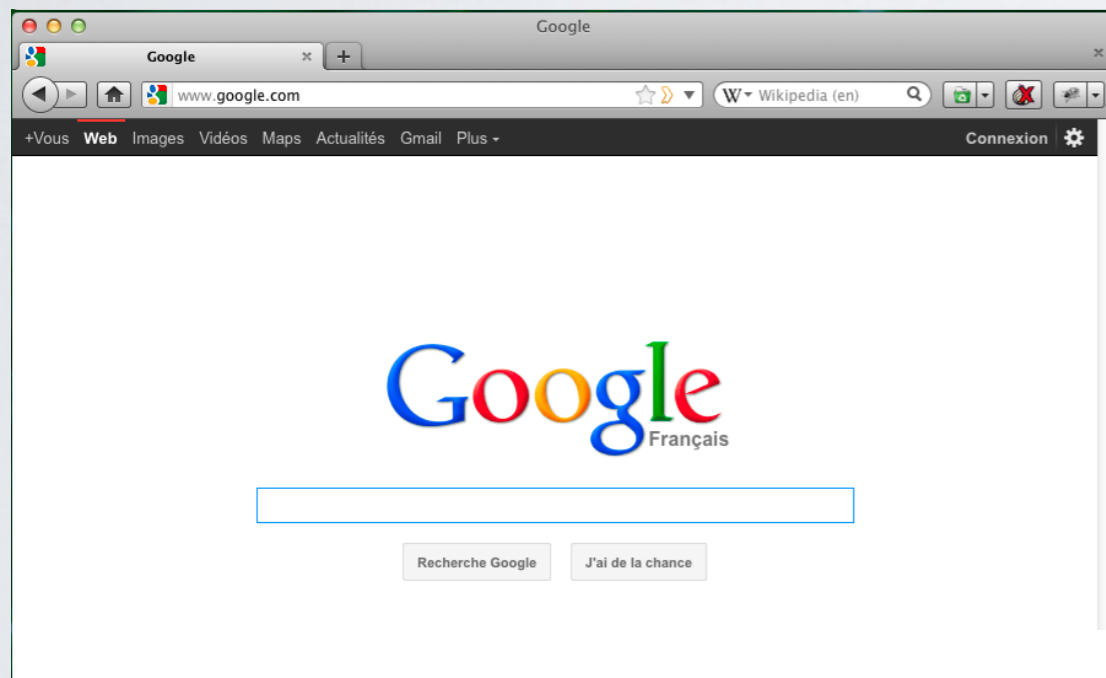
# Configure your locale preference



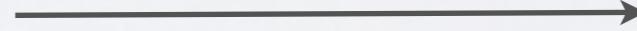
Request Headers

[view source](#)

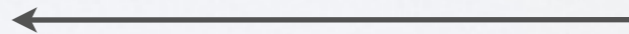
```
Host www.google.com
User-Agent Mozilla/5.0 (Macintosh; Intel Mac OS X 10.7; rv:7.0.1) Gecko/20100101 Firefox/7.0.1
Accept */*
Accept-Language fr,en-us;q=0.7,en;q=0.3
```



GET index.html



Google Français



What are the difference locales?

<http://www.il8nguy.com/unicode/language-identifiers.html>

# Alternative options

- Store the language preference in the URL
- Store the language preference in the user's profile
- Store the language preference in a cookie