

Localization, Part 1

In this unit, you'll be localizing an Android app for another locale – France. However, first you must create (or obtain) a working Android app to localize.

Your instructor will provide you with a simple flashcard app about US road signs. available to you. When you click the **RANDOM** button, this flashcard app will present one of four road signs with a brief description in English

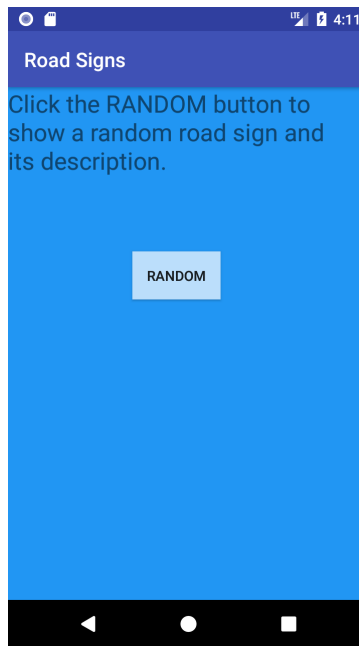


Figure 1: The opening screen of the Road Signs app

Each sign's description is in English, and it describes a US road sign. This will change in Part 2, when we enable the app to describe French signs for US tourists and US signs for French tourists.

Exercising the Road Signs app

Run the Road Signs app in the Android Studio emulator or on your personal device. Click the **RANDOM** button on each card to display a new card with a random US road sign and a description of it in English.

Although you will have a copy of the Road Signs app, it's recommended that you also work through the Google Kotlin tutorial for Android. Road Signs is based on the Google tutorial, and the tutorial will help you understand how it



Figure 2: A random US road sign card

is coded. In addition, you might learn the new language Kotlin, which is an official programming language for Android along with Java and C++. Road Signs is programmed in Kotlin, but Kotlin is highly compatible with Java, so if you want to code your app in Java instead, you can do so.

References

- Build Your First Android App in Kotlin
- how to display random xml layouts in android - Stack Overflow
- Road signs in the United States - Wikipedia

Possible issues

Android Studio is constantly in development, so you might encounter some errors that are difficult to understand. Fortunately, there is a thriving Android developer community online that has already found the solutions for some of these issues. See the References section below for some of these issues and solutions.

References

- “Not enough information to infer parameter T” with Kotlin and Android
- Outdated Kotlin Runtime
- Automatic library version update for Gradle projects is currently unsupported. Please update your build.gradle manually
- gradle - Why won't Android Studio find my resources?
- Split lib_main was defined multiple times