

# Localization

1. Make an app that shows a column of four buttons, as below.

|              |
|--------------|
| Have Fun     |
| Do Something |
| Click Here   |
| Surprise     |

There is no need for the buttons to actually do anything when clicked. In fact, for this entire set of exercises, you never even need to deploy your app to the emulator or physical device. Instead, you can just bring up the layout file (e.g., main.xml) in the visual editor and look at it in multiple languages and both screen orientations.

2. Redo it in at least two other languages. If you don't know any other languages, use Google Translate (<http://translate.google.com/>) or Yahoo Babel Fish (<http://babelfish.yahoo.com/>) to translate.
3. Make the app use two columns when in landscape mode, as below. Make sure the foreign languages still work.

|              |            |
|--------------|------------|
| Have Fun     | Click Here |
| Do Something | Surprise   |