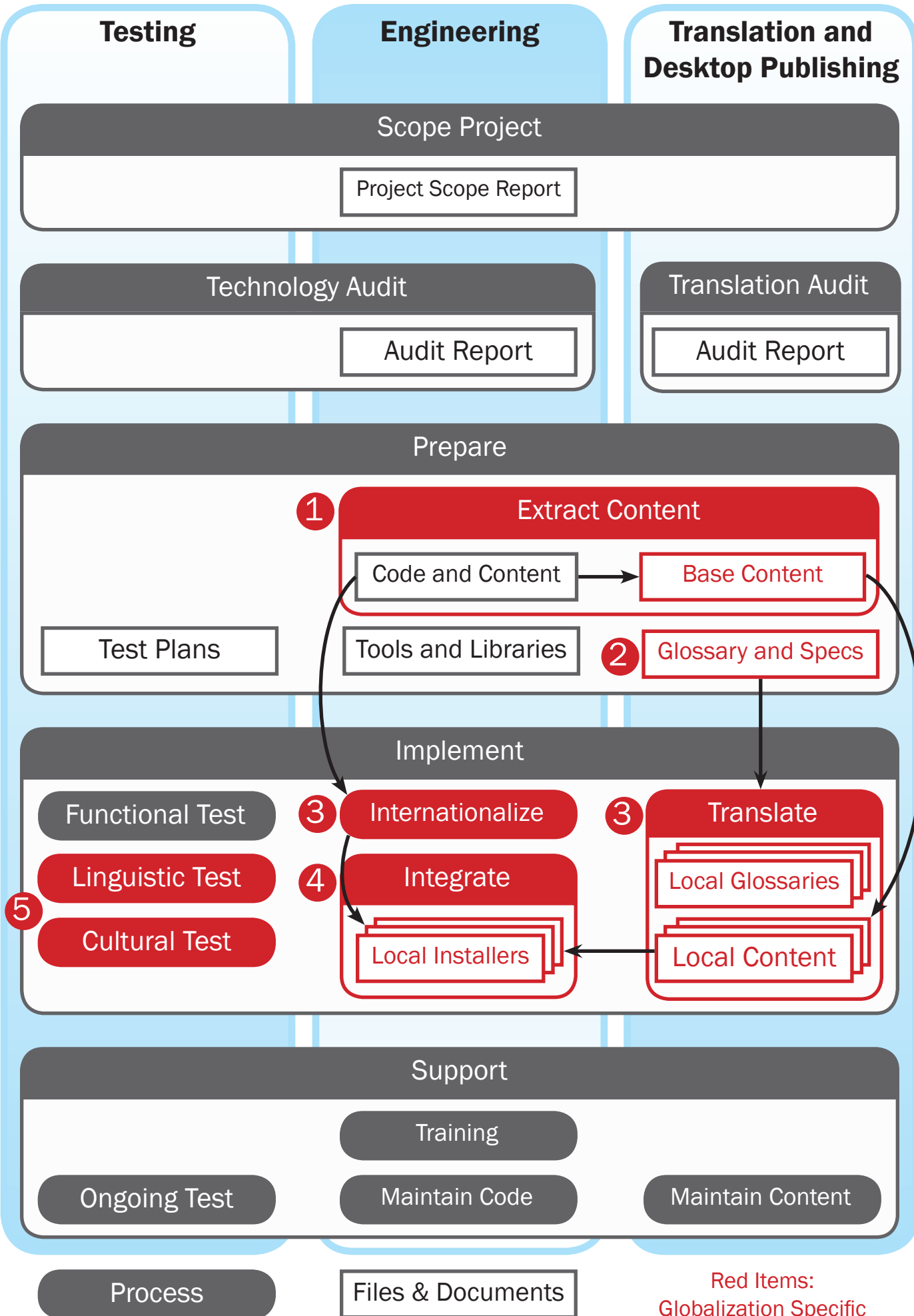


Globalization Process

aeonteraSM



Globalization Process

Software Globalization (sawft-wair glō'bə-lĭ-zā'shən)

noun: the process of making software usable in multiple locales. It requires that content be translated and that the functionality of the software be modified.

1 **Extract Content from Base Locale**
Content is extracted from the code in the initial (base) locale to prepare it for translation. The content is packaged for use in language translation software tools.

2 **Agree on Terminology**
Terminology and concepts used in the content are formally defined in a **glossary** for the base locale.

3 **Refactor Code and Translate Content**
Software Internationalization

Software internationalization creates an abstraction layer so new locales can be quickly added. Functionality is also modified to work with the new locales. This includes adding input methods and enhancing the user interface to support additional character sets. Unit testing can begin early in the development cycle using automatically translated content.

Language Translation

The first material to be translated is the glossary for the base locale. Glossaries are subject to a review and approval process because they form the basis for translation of the content for each new locale. The content is translated by native speakers of each language.

4 **Integrate Code and Content**
The internationalized code is integrated with translated content to create packages for each locale. Typically these are installation packages for each group of locales.

5 **Test**
Linguistic and **cultural testing** are unique to the globalization process. Linguistic testing ensures that translated content is free of spelling, grammatical, or stylistic errors, and that the content is displayed correctly on screen and in print. Cultural testing verifies that idioms, metaphors, and business rules are correct.