



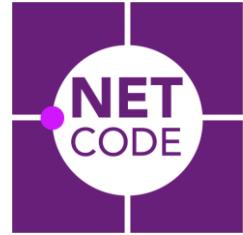
# Localizzare applicazioni in Blazor

Dario Benevento

# Un grazie agli sponsor



# E alle community che ci hanno supportato



# Globalization e localization

## Cos'è la globalizzazione?

In inglese “*Globalization*” è il processo che permette alla nostra applicazione di essere “globale” ovvero di supportare varie culture del mondo.

## Cos'è la localizzazione?

In inglese “*Localization*” è il processo di adattamento della nostra applicazione ad un mercato, ovvero una nazione, dandone un pieno significato per la cultura a cui è destinata l'applicazione.

# Globalization e localization





# Globalization e localization



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# Blazor Server: localizzazione testi e immagini

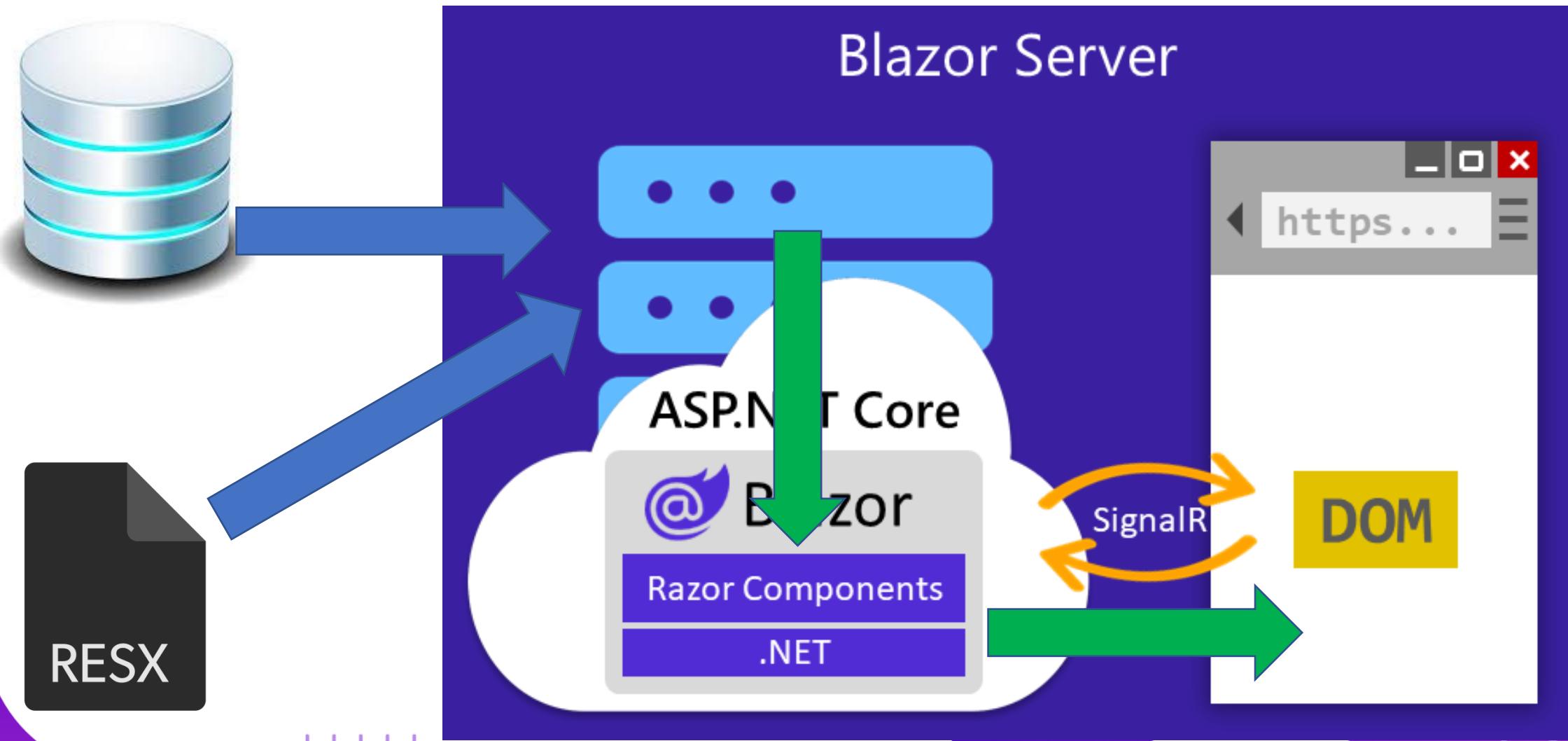




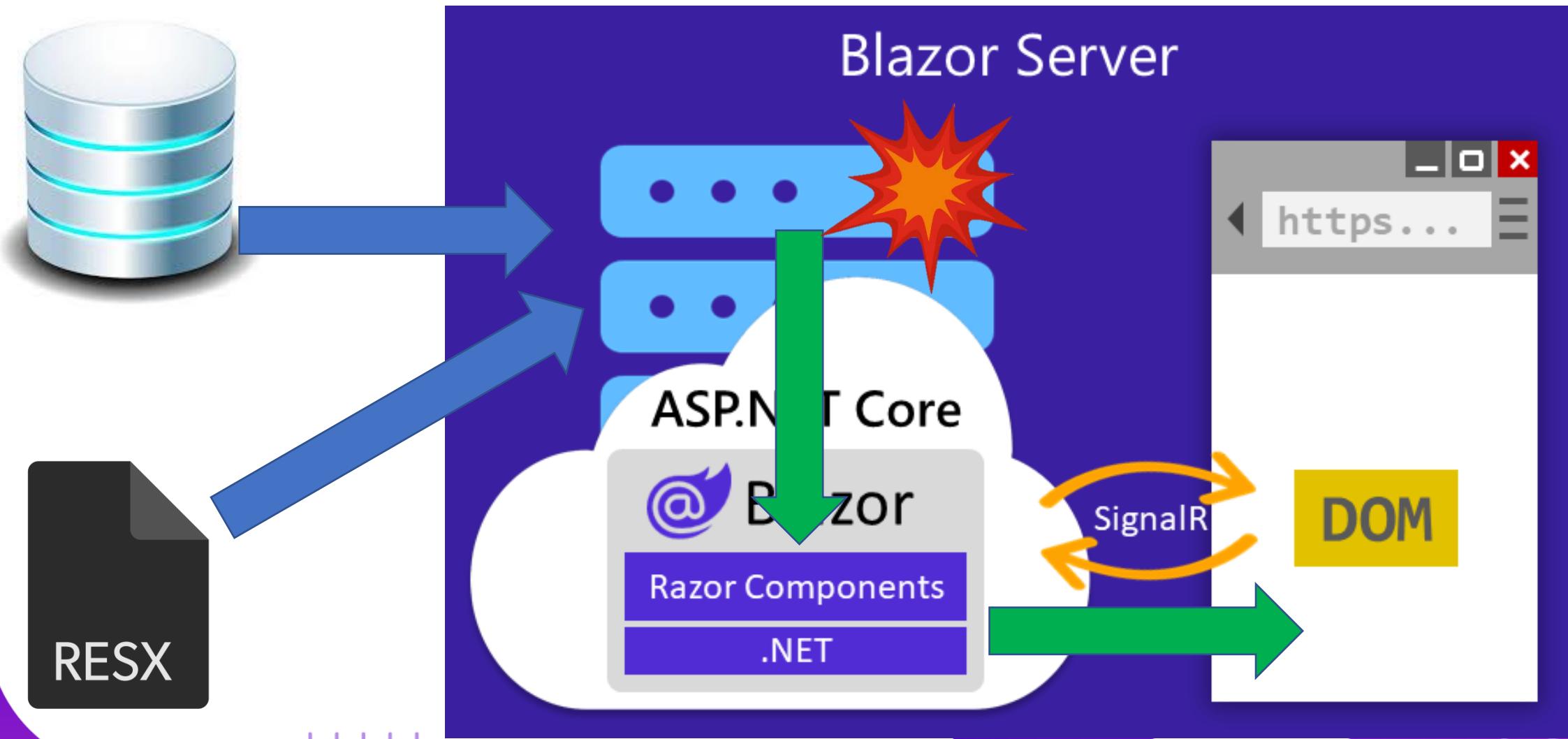
**Blazor**  
Conf 2022

# Localizzare Blazor

# Blazor Server: localizzazione la UI



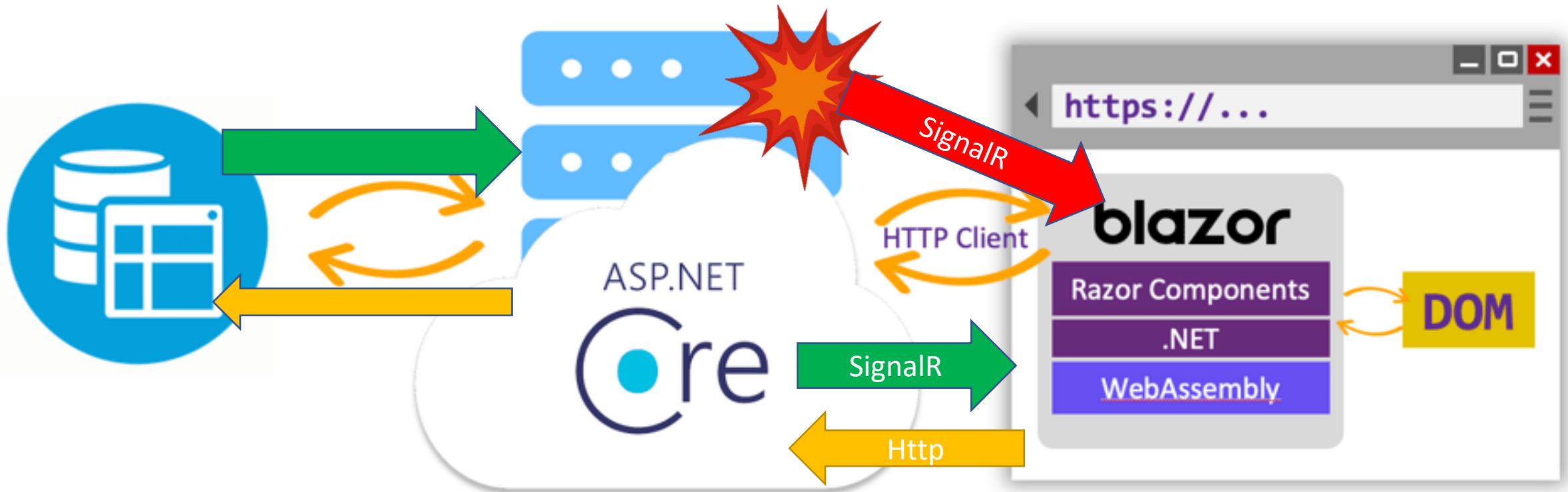
# Blazor Server: localizzazione del backend



# Blazor Wasm: localizzazione della UI



# Blazor Wasm: localizzazione del backend

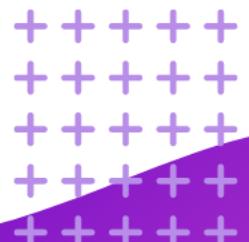
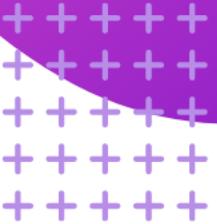
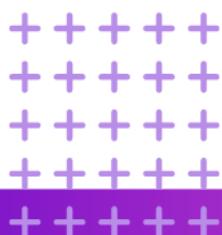




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# Localizzare Blazor

How to...





# Localizzare l'applicazione

The screenshot shows the Visual Studio IDE with a Blazor project open. The code editor displays the following C# code:

```
1 @using BlazorLocalization.Client.LocalizationLanguages  
2 @using Microsoft.Extensions.Localization  
3  
4 using BlazorLocalization.Client;  
5 using Microsoft.AspNetCore.Components.Web;  
6 using Microsoft.AspNetCore.Components.WebAssembly.Hosting;  
7 var builder = WebAssemblyHostBuilder.CreateDefault(args);  
8 builder.RootComponents.Add<App>("#app");  
9 builder.RootComponents.Add<HeadOutlet>("head::after");  
10 builder.Services.AddScoped(sp => new HttpClient { BaseAddress = new Uri(builder.HostEnvironment.BaseAddress) });  
11 builder.Services.AddLocalization();  
12 await builder.Build().RunAsync();
```

A green vertical bar highlights the first two lines of code. A blue arrow points from the number '1' to the first line. Another blue arrow points from the number '9' to the ninth line.





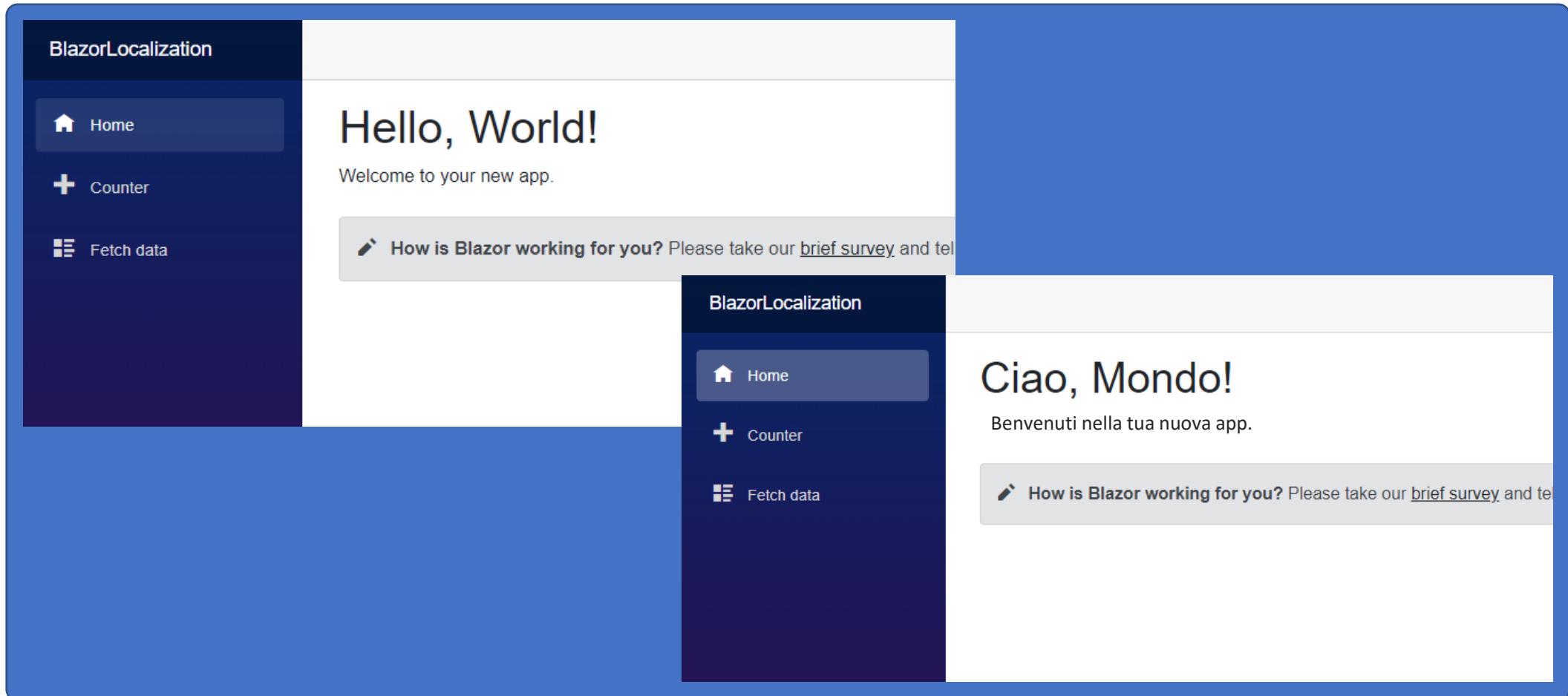
# Localizzare l'applicazione

The screenshot shows the Visual Studio IDE interface with the following details:

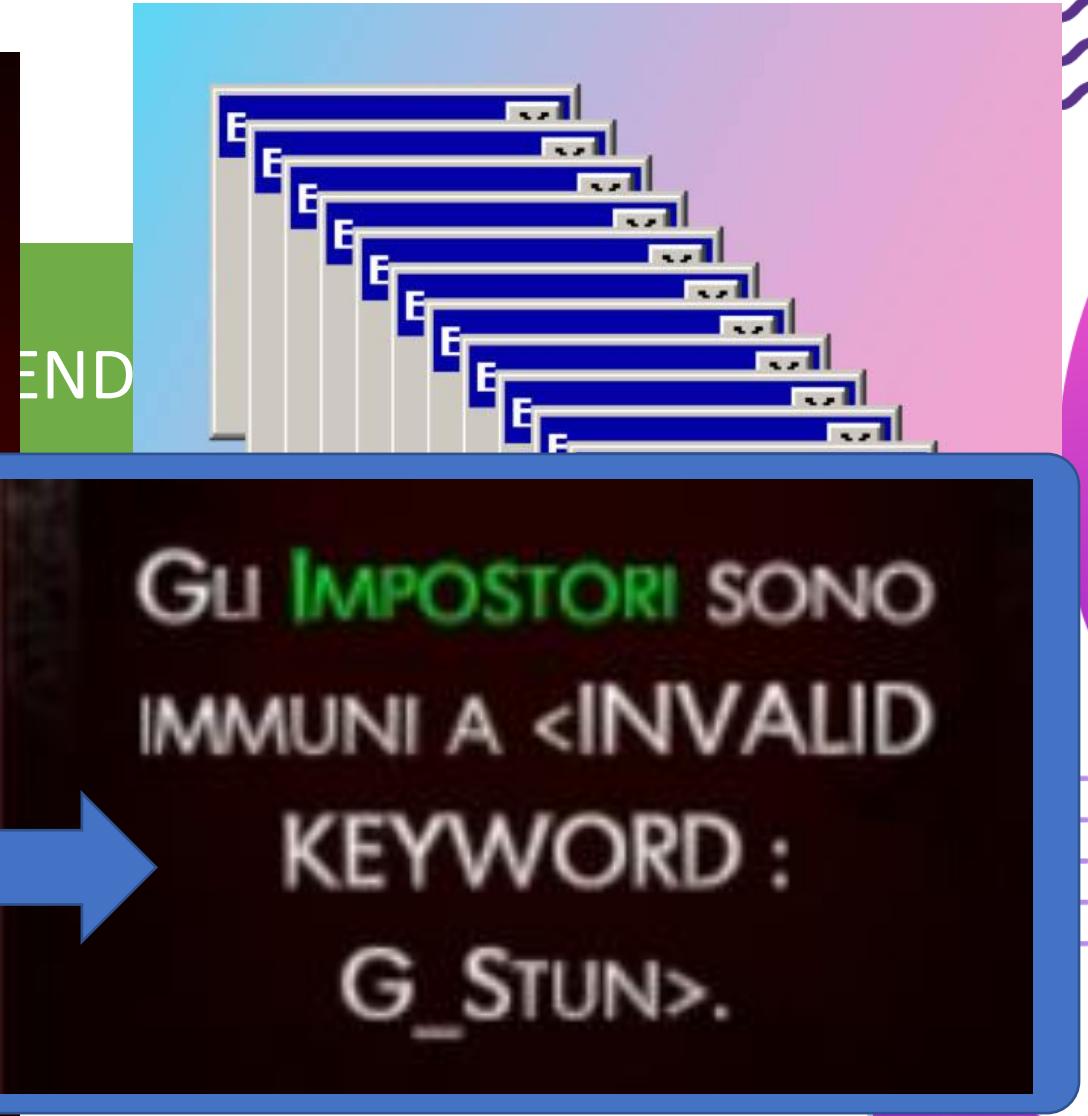
- File Bar:** File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help.
- Search Bar:** Search (Ctrl+Q) with a magnifying glass icon.
- Project Selector:** BlazorLocalization.Server (Any CPU).
- Toolbars:** Standard toolbar with icons for file operations.
- Status Bar:** Use AI-assisted IntelliCode for completions based on your code in BlazorLocalization? How does it work? Yes, enable it Don't show again.
- Editor Area:** Shows two resource files:
  - ResourceLanguage.resx\***: Contains entries like "HelloWorld" with value "Hello World".
  - ResourceLanguage.it.resx\***: Contains entries like "String1".
- Toolbar Buttons:** Add Resource, Remove Resource, Access Modifier dropdown set to "No code gen".
- Bottom Bar:** Shows the current file as "Program.cs" and the Access Modifier dropdown again.

A large blue arrow points from the "Access Modifier" dropdown in the bottom bar towards the "Access Modifier" dropdown in the editor toolbar, highlighting the consistency between the two settings.

# Localizzare l'applicazione



# Evitiamo...





# Demo

# Recap

- Globalization e localization
- Localizzazione Blazor Server
- Localizzazione Blazor Webassembly
- DEMO Blazor Webassembly
- Errori da evitare

# Grazie!

- Il codice e le slides saranno disponibili sul repository della community



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