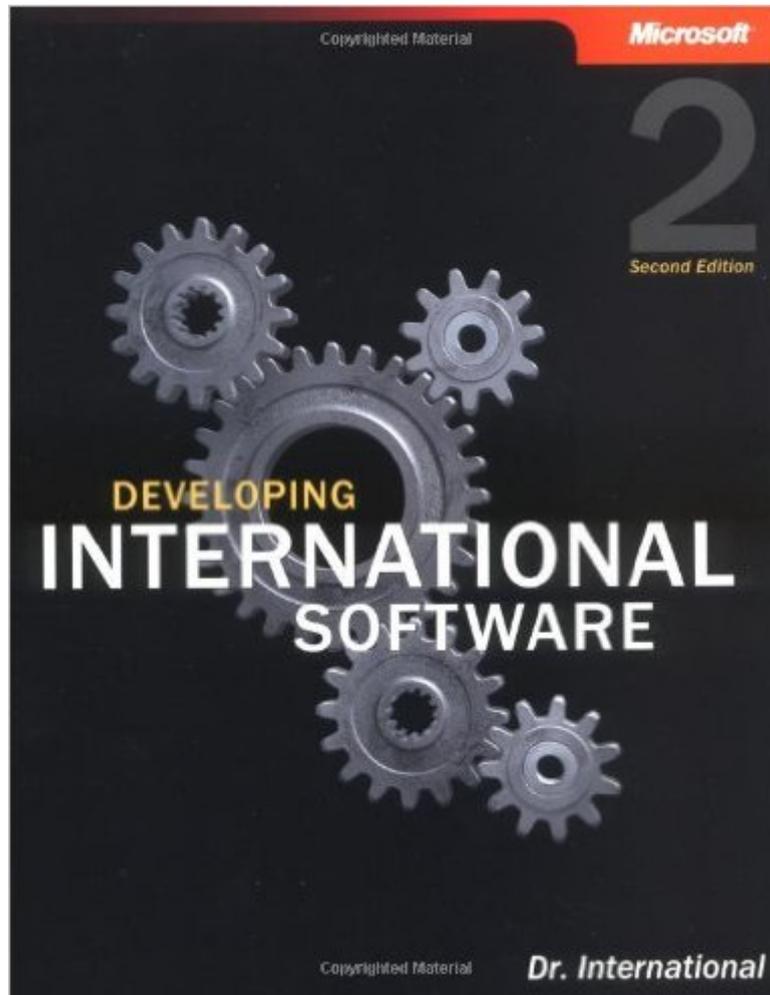


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# Developing International Software (Developer Reference)



## Synopsis

In today's global economy, there are clear advantages to developing applications that can meet the needs of users across a wide variety of languages, countries, and cultures. Discover how to develop for the whole world with the second edition of this classic guide—now completely revised and updated to cover the latest techniques and insights, and designed for anyone who wants to write world-ready code for the Microsoft® Windows® 2000 and Windows XP platforms. It explains how to localize applications easily and inexpensively, determine important culture-specific issues, avoid international pitfalls and legal issues, use the best available technologies and coding practices, and more. It covers all of the essentials for developing international software—while revealing the hard-earned collective wisdom of the Microsoft international teams. Topics covered include:

- Introduction: Understanding internationalization and designing a world-ready program
- Globalization: Unicode; locale and cultural awareness; text input, output, and display; multilingual user interface (MUI)
- Localizability: Software localizability guidelines, mirroring, and content localizability guidelines
- Localization and testing: Localization, testing for world-readiness, sample international test cases, and testing localizability with pseudolocalization
- Tools and technologies: Graphics Device Interface Plus (GDI+), Hypertext Markup Language (HTML), Microsoft Internet Information Services (IIS), Microsoft Office, MLang, Microsoft Layer for Unicode (MSLU), The Microsoft .NET Framework, OpenType® Fonts, RichEdit, Microsoft SQL Server®, Text Services Framework (TSF), Uniscribe, Microsoft Visual Studio® .NET, Extensible Markup Language (XML)

**INCLUDED ON CD-ROM:** A fully searchable electronic copy of the book Code pages, documentation, and a case study Sample code, including Windows Platform SDK samples and .NET samples International tools and utilities

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## Customer Reviews

The book contains reference details of everything you could possibly want to know about I18N (Internationalization) and L10N (localization) in the context of Microsoft Windows (MFC and .NET) development. It addresses culture and language rendering issues very well. It tells you everything you need to do, but nothing about how to do it i.e. it does not address implementation at all. Also the book is slanted towards development from scratch. It does not address the process of retro-fitting an application for I18N/L10N. The book is worth its price tag for the sheer volume of relevant information and the breadth and depth of coverage, but don't buy it expecting to find programming recipes, sample code or gotchas.

Even though this book is a bit dated, it still contains important information that I've found nowhere else.

Good informational book.

If you are developer or tester who is doing the work related to I18N and L10N, this book will be very helpful for you.

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