

locale_example

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WRITTEN BY		August 22, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

locale_example

1.1 Introduction to locale

Locale is the wrapping object for the locale library, the library that 'localizes' programs, i.e. more than one language is available.

The locale object of the oomodels/ hierarchy doesn't enhance the usage of libraries very much - at least not at this basic level. There are derived objects that use this object as a 'foundation', e.g. the catalogList object.

There are two examples, the first example shows the basic functions and the second gets strings from one of ooop's object catalogs.

There is an autodoc file available for this object.