Methods for solving iOS applications localization task

A.E. Naumenko

"Dirion LLC"
346815, Russia, Rostov region, Myasnikovsky District,
Krasny Krym Farmstead, 25a Yubileynaya street

***Abstract**.* The article is dedicated to exploring the main methods of localizing an application into any number of languages. It examines localization methods available for XCode 14, describes practical cases of their application, and provides examples of use. In addition to this, it looks at tasks that require more flexibility than standard approaches offer and explores solutions for such tasks, specifically, methods of dynamic localization, based both on the use of runtime features and on the creation of custom localization containers.

***Keywords**:* iOS, mobile applications, interface, Auto Layout, Swift, Interface Builder, Localization, Localizable

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Information about the author

Aleksander E. Naumenko, Head of Mobile Application Development Department at "Dirion LLC";
346815, Russia, Rostov region, Myasnikovsky District, Krasny Krym Farmstead, 25a Yubileynaya street;
naumenko10@yandex.ru, ORCID: https://orcid.org/0009-0000-0264-7949