

Flutter Language Switching Technical Documentation

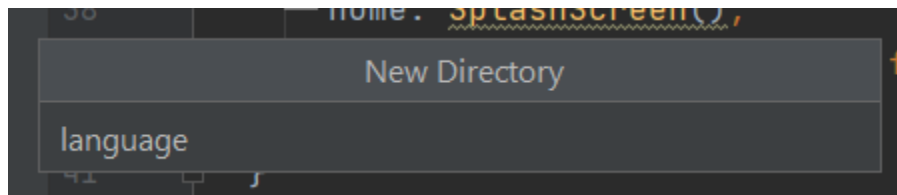
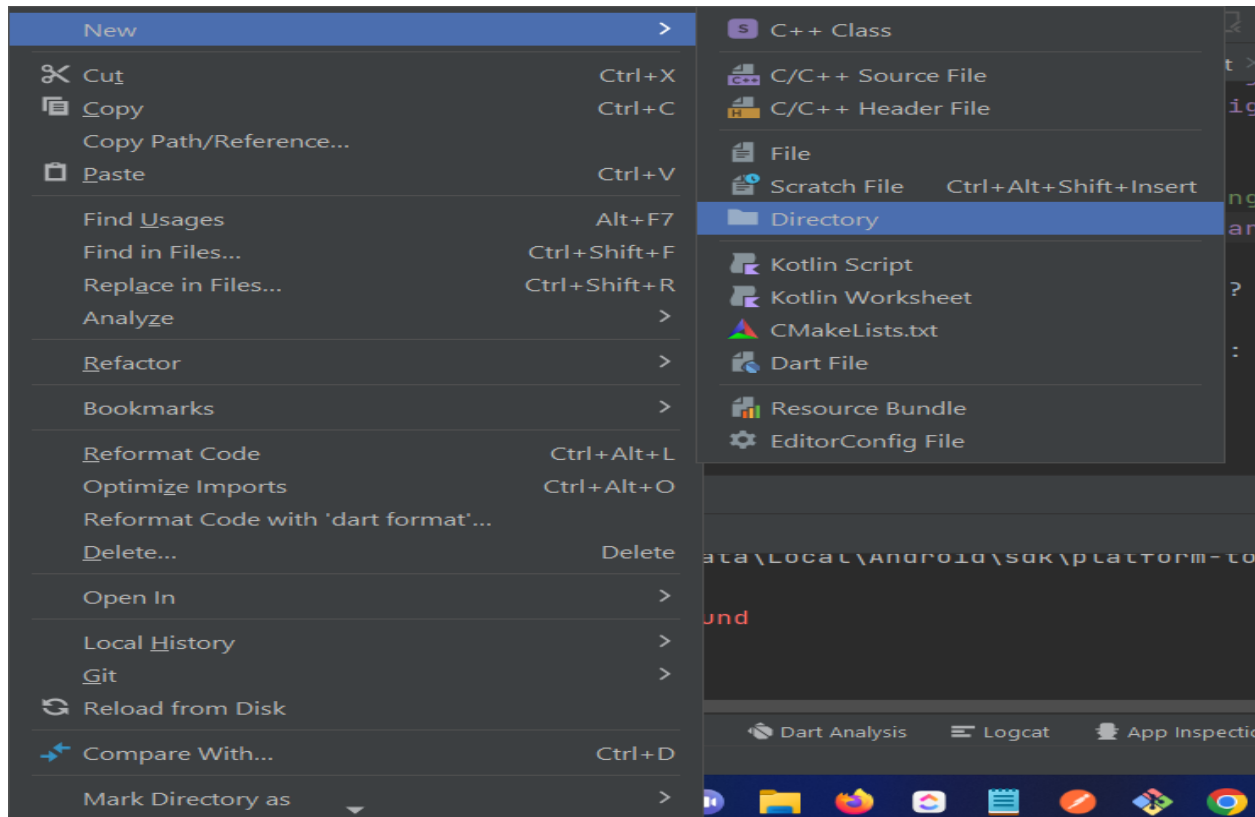
Step 1 : Import Get

```
get: ^4.6.5
```

Step 2 : Change MaterialApp to GetMaterialApp in Main file

```
return GetMaterialApp(  
  translations: Languages(),  
  locale: Locale('bn', 'BD'),  
  fallbackLocale: const Locale('bn', 'BD'),
```

Step 3 : Create new directory under Lib directory named language



Step 4 : create an class called Language in new directory

```
class Languages extends Translations {
  @override
  Map<String, Map<String, String>> get keys => {
    'bn_BD': BnLanguage().bnLanguage,
    'en_US': EnLanguage().enLanguage,
  };
}
```

Here **BnLanguage** and **EnLanguage** are class names for the **Bangla** and **English** Language Class respectively which hosts all the localized language for that specific language.

Here in `bn_BD` `bn` represents the language code and `BD` represents country code,

This codes can be found here : <https://saimana.com/list-of-country-locale-code/>

Step 5 : create a new class named “`LanguageGlobalVar`”

This class will hosts all the language keys

```
static String HELLO_WORLD = "hello_world";
```

It is recommended to name the variable in all caps and the value to be with all small with underscores and no space

We will use them later.

Step 6 : Create an class for each language the app has i.e. `bn_language` for Bangla Language.

The Hashmap will have keys from `LanguageGlobalVar` Class and the value will be the text to be displayed for that language.

```
class BnLanguage {  
    //create hashmap for bangla language  
    Map<String, String> bnLanguage = {  
        LanguageGlobalVar.HELLO_WORLD: 'হ্যালো বিশ্ব',  
    };  
}
```

Step 7 : to use the code in widgets put extra `.tr` after the Variable from `LanguageGlobalVar` class

```
Text(  
    LanguageGlobalVar.LANGUAGE_CHANGE.tr,
```

)

Step 8: to change language locale use updateLocale methode in GetX

```
Get.updateLocale(Locale("en", "US"))
```

Step 9 : to get the current user Locale use `Get.locale ( Could be null )`