

Localization Testing Job Interview Questions And Answers



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Localization Testing Interview Questions And Answers Guide.

Question - 1:

The documentation testers objectives?

Ans:

- * Checking the technical accuracy of every word.
- * Lookout for confusions in the writing.
- * Lookout for missing features.
- * Give suggestions without justifying.

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Question - 2:

Some specific testing recommendations?

Ans:

- * Make your own list of localization requirements
- * Automated testing

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Question - 3:

Go Online help?

Ans:

- * Accuracy
 - * Good reading
 - * Help is a combination of writing and programming
 - * Test hypertext links
 - * Test the index
 - * Watch the style

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Question - 4:

What is Testing for Localizable Strings -- separate string from code?

Ans:

Localizable string are strings that are no longer hard coded and compiled directly into the programs executable files. To do so for tester is to create a pseudo build automaticaly or manually. A pseudo language build means is that the native language string files are run through a parser that changes them in some way so they can easily be identified by testing department. Next a build is created using these strings so they show up in the user interface instead of the English strings. This helps find strings that haven't been put into separate string files. problems with displaying foreign text, and problems with string expansion where foreign strings will be truncated.

Two environment to test for the program in chinese

1. In Chinese window system. (in China)
2. In English Window system with chinese language support (in USA)

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Question - 5:

What we need consider in localization testing?

Ans:

- * testing resource files [separate strings from the code] Solution: create a pseudo build
- * string expansion: String size change breaking layout and alignment. when words or sentatences are translated into other languages, most of the time the resulting string will be either longer or shorter than the native language version of the string. Two solutions to this problem:
 1. Account the space needed for string expansion, adjusting the layout of your dialog accordingly
 2. Separate your dialog resources into separate dynamic libraries.
- * Data format localization:



- European style:DD/MM/YY
North American style: MM/DD/YY
Currency, time and number format, address.
- * Character sets: ASCII or Non ASCII
 - Single byte character 16bit (US) 256 characters
 - Double byte character 32bit(chinese) 65535 code points
 - * Encoding: Unicode: Unicode supports many different written languages in the world all in a single character encoding. Note: For double character set, it is better to convert from Unicode to UTF8 for chinese, because UTF8 is a variable length encoding of Unicode that can be easily sent through the network via single byte streams.
 - * Builds and installer : Creating an environment that supports a single version of your code, and multiple version of the language files.
 - * program's installation, uninstallation in the foreign machines.
 - * Testing with foreign characters :
EXP:
enter foreign text for username and password.
For entering European or Latin characters on Windows
 - 1. Using Character Map tool
Search: star-program-accessories-accessibility-system tool-
 - 2. escape sequences. EXP: ALT + 128
For Asia languages use what is usually called an IME (input method editor)
Chinese: I use GB encoding with pin yin input mode
 - * Foreign Keyboards or On-Screen keyboard
 - * Text filters: Program that are used to collect and manipulate data usually provide the user with a mechanism for searching and filtering that data. As a global software tester, you need to make sure that the filtering and searching capabilities of your program work correctly with foreign text. Problem; ignore the accent marks used in foreign text.
 - * Loading, saving, importing, and exporting high and low ASCII
 - * Asian text in program: how double character set work
 - * Watch the style
 - * Two environment to test for the program in chinese
 - 1. In Chinese window system. (in China)
 - 2. In English Window system with chinese language support (in USA)
 - Microsoft language codes:
CHS - Chinese Simplified
CHT - Chinese Traditional(Taiwan)
ENU - English (United States)
FRA - French (France)
 - Java Languages codes
zh_CN - Chinese Simplified
zh_TW - Chinese Traditional(Taiwan)
Fr or fr_FR - English (United States)
en or en_US - French (France)
 - * More need consider in localization testing:
 - o Hot key.
 - o Garbled in translation
 - o Error message identifiers
 - o Hyphenation rules
 - o Spelling rules
 - o Sorting rules
 - o Uppercase and lowercase conversion

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Question - 6:

What is Globalization?

Ans:

- * Activities performed for the purpose of marketing a (software) product in regional marketing a (software) product in regional markets
- * Goal: Global marketing that accounts for economic and legal factors.
- * Focus on marketing; total enterprise solutions and to management support

Aspects of Localization

- * Terminology
The selection and definition as well as the correct and consistent usage of terms are preconditions for successful localization:
 - o laymen and expert users
 - o in most cases innovative domains and topics
 - o huge projects with many persons involved
 - o consistent terminology throughout all products
 - o no synonyms allowed
 - o predefined terminology(environment, laws, specifications, guidelines, corporate language)
- * Symbols
 - o Symbols are culture-dependant, but often they cannot be modified by the localizer.
 - o Symbols are often adopted from other (common) spheres of life.
 - o Symbols often use allusions (concrete for abstract); in some cases, homonyms or even homophones are used.
- * Illustrations and Graphics
 - o Illustrations and graphics are very often culture dependant, not only in content but also in the way they are presented
 - o Illustrations and graphics should be adopted to the (technical) needs of the target market (screen shots, manuals)
 - o Illustrations and graphics often contain textual elements that must be localized, but cannot be isolated.
- * Colors have different meanings in different cultures
- * Character sets
 - o Languages are based on different character sets ("alphabets")
 - o the localized product must be able to handle(display, process, sort etc) the needed character set
 - o "US English" character sets (1 byte, 7 bit or 8 bit)
 - o Product development for internationalization should be based on UNICODE (2 byte or 4 byte)
- * Fonts and typography



- o Font types and font families are used in different cultures with varying frequency and for different text types and parts of text
- o Example: In English manuals fonts with serifs(Times Roman) are preferred; In German manuals fonts without serifs(Helvetica) are preferred
- o Example: English uses capitalization more frequently(e.g. CAUTION) for headers and parts of text
- * Language and style
 - o In addition to the language specific features of grammar, syntax and style, there are cultural conventions that must be taken into account for localization.
 - o In (US_English) an informal style is preferred, the reader is addressed directly, "simple" verbs are used, repetition of parts of text is accepted etc.
 - o Formulating headers (L10N)
 - o Long compound words (L10N)
 - o Elements of the user interface
 - Open the File menu
 - The Open dialog box appears
 - Click the copy command
- * Formats
 - o Date, currency, units of measurement
 - o Paper format
 - o Different length of text
 1. Consequences for the volume of documents, number of pages, page number (table of contents, index)etc.
 2. Also for the size of buttons (IT, machines etc.)

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Question - 7:

Explain Localization Testing?

Ans:

These two abbreviations mean internationalization and localization respectively. Using the word "internationalization" as an example; here is how these abbreviations are derived. First, you take the first letter of the word you want to abbreviate; in this case the letter "I". Next, you take the last letter in the word; in this case the letter "N". These become the first and last letters in the abbreviation. Finally, you count the remaining letters in the word between the first and last letter. In this case, "internationalization" has 18 characters in it. so we will plug the number 18 between the "I" and "N"; thus I18N.

I18N and L10N

- * I18N and L10N comprise the whole of the effort involved in enabling a product.
- * I18N is "Stuff" you have to do once.
- * L10N is "stuff you have to do over and over again.
- * The more stuff you push into I18N out of L10N, the less complicated and expensive the process becomes.

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Question - 8:

What is Internationalization?

Ans:

- * Developing a (software) product in such a way that it will be easy to adapt it to other markets (languages and cultures)
- * Goal: eliminate the need to reprogram or recompile the original program
- * Carried out by SW-Development in conjunction with Localization
- * Handling foreign text and data within a program
- * Sorting, importing and exporting text and data, correct handling of currency and data and time formats, string parsing, upper and lower case handling.
- * Separating strings from the source code, and making sure that the foreign language string have enough space in your user interface to be displayed correctly

Internationalization

The aspect of development and testing relating to handling foreign text and data within a program. This would include sorting, importing and exporting text and data, correct handling of currency and date and time formats, string parsing, upper and lower case handling, and so forth. It also includes the task of separating strings (or user interface text) from the source code, and making sure that the foreign language strings have enough space in your user interface to be displayed correctly. You could think of internationalization as pertaining to the underlying functionality and workings of your program.

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Question - 9:

What is localization?

Ans:

- * Adapting a (software) product to a local or regional market.
- * Goal: Appropriate linguistic and cultural aspects
- * Performed by translators, localizers, language engineers

Localization

The aspect of development and testing relating to the translation of the software and its presentation to the end user. This includes translating the program, choosing appropriate icons and graphics, and other cultural considerations. It also may include translating the program's help files and the documentation. You could think of localization as pertaining to the presentation of your program; the things the user sees.

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