

Multilingual JavaScript

A scripting language for a global community



WIKIMANIA
STOCKHOLM

Everything should be translatable.

Although it's likely that not everything will always be translated, knowledge of English should not be a prerequisite for participation in our projects.

```
var dog = "spot";  
var object = {};  
object.spot = 3;  
return object[dog];
```

```
const $1 = Symbol("spot");
```

```
var $2 = $1;  
var $3 = {};  
$3[$1] = 3;  
return $3[$2];
```

\$1	spot	otspay
\$2	dog	ogday
\$3	object	objectay

```
const $1 = Symbol("spot");
```

```
var ogday = "otspay";  
var objectay = {};  
objectay.otspay = 3;  
return objectay[ogday];
```

```
var $2 = $1;  
var $3 = {};  
$3[$1] = 3;  
return $3[$2];
```

\$1	spot	otspay
\$2	dog	ogday
\$3	object	objectay

Actually, keywords too!

```
var ogday = "otspay";
```

```
var objectay = {};
```

```
objectay.otspay = 3;
```

```
return objectay[ogday];
```

```
const $1 = Symbol("spot");
```

```
var $2 = $1;
```

```
var $3 = {};
```

```
$3[$1] = 3;
```

```
return $3[$2];
```

\$1	spot	otspay
\$2	dog	ogday
\$3	object	objectay

THANK YOU

C. Scott Ananian, PhD
cananian@wikimedia.org
[[User:cscott]]



WIKIMANIA
STOCKHOLM