Translation bundle development

Willing to produce a new language bundle or update an existing one?

This a brief guide with the steps to follow.

Notice you will need a:
- Gerrit account: https://gerrit.onosproject.org (as you will be contributing code to ONOS)
- Jira account: https://jira.onosproject.org (to track your changes)

If you still do not have them, you can sign up here: https://onosproject.org/register/

Also, you should know at least "something" about `git` :) If not, please review the following videos:
- Introduction to Git - Core Concepts: https://youtu.be/uR6G2v_WsRA
- Introduction to Git - Branching and Merging: https://youtu.be/FyAAIHHClqI

Quick guide

Development

To develop your language bundles, please check before the coverage sheet located in:
https://docs.google.com/spreadsheets/d/1ROdrXZMuPYUnNxdPpittNRtCzZZbe6A2pMn3kFAnMJ8/edit#gid=0

The current bundles are located in the following folders of the ONOS code:

`$onos/tree/master/web/gui/src/main/resources/org/onosproject/`**`ui/lion/core`**

You will find several folders inside, which are the categories in which translation bundles have been classified. The bundle is defined by either an "_xx" suffix, identifying the language, or a more specific '_xx_YY' suffix, identifying the language and Country (Region). More specifically, xx are two letters and define the locale code, while YY define the country code. For example: `Action.properties` is translated into Italian in: `Action`**`_it.`**`properties`

While developing your bundles, you can test them by running ONOS with:

```
        ONOS_LOCALE=xx_YY  buck run onos-local -- debug
```

where xx_YY is once again the locale code (for example "it" for Italian, or "es_AR" for Spanish/Argentina).

Create your own translations, and later on you can upload them following the steps in the next section.

Upload

The main references for this guide are (so, I'd recommend to check them before):
- https://wiki.onosproject.org/display/ONOS/Getting+the+ONOS+core+source+code+using+git+and+Gerrit
- https://wiki.onosproject.org/display/ONOS/Sample+Gerrit+Workflow

After checking those documents, the `git` workflow should be similar to the following (but not strictly those…):

Clone the repo:
```
git clone https://gerrit.onosproject.org/onos
```

Go to ONOS root and check if the URL for commits is correct (if not, you can set them like…)
```
cd onos
git remote -v
git remote set-url origin
ssh://<yourusername>@gerrit.onosproject.org:29418/onos
```

Set your user name and email (if not yet):
```
git config --global user.name "<firstname lastname>"
git config --global user.email "<youremail>"
```

Create a branch where you'll add your code:
```
git checkout -b <yourlionbranch>
```
<work on the development of code here>

Rebase to master and add the files you want to commit, finally send the code to be reviewed:
```
git rebase -i master
git add <file>
git status
git commit -m "This is a language bundle for LION..."
git log
git review
```

Notice you might need to install additional software (like git-review).

Finally, you can suggest reviewers for the Jira ticket the review has created. These reviewers should be -ideally- capable of understanding the language you're uploading to give a +1.