

```
        if (controlID.Equals(LanguageDropDownID))
        {
            string selectedValue =
                Request.Form[Request.PostBackEventTarget].ToString();
            switch (selectedValue)
            {
                case "0": SetCulture("hi-IN", "hi-IN");
                break;
                case "1": SetCulture("en-US", "en-US");
                break;
                case "2": SetCulture("en-GB", "en-GB");
                break;
                case "3": SetCulture("fr-FR", "fr-FR");
                break;
                default: break;
            }
        }
        if (Session["MyUICulture"] != null &&
            Session["MyCulture"] != null)
        {
            Thread.CurrentThread.CurrentUICulture
                = (CultureInfo)Session["MyUICulture"];
            Thread.CurrentThread.CurrentCulture
                = (CultureInfo)Session["MyCulture"];
        }
        base.InitializeCulture();
    }
    protected void SetCulture(string name, string locale)
    {
        Thread.CurrentThread.CurrentUICulture
            = new CultureInfo(name);
        Thread.CurrentThread.CurrentCulture
            = new CultureInfo(locale);
        Session["MyUICulture"]
            = Thread.CurrentThread.CurrentUICulture;
        Session["MyCulture"] = Thread.CurrentThread.CurrentCulture;
    }
}
```

We first check if the postback has happened due to the language drop-down's selection changed event. We do not want to change the culture on every postback, but only when the user selects a language from the language drop-down. Again, here is the code:

```
if (Request [PostBackEventTarget] != null)
{
    string controlId = Request [PostBackEventTarget];
    if (controlID.Equals(LanguageDropDownID))
```

Next, we get the value of the item the user selected from the language selection drop-down:

```
string selectedValue =
Request.Form[Request [PostBackEventTarget]].ToString();
```

Then, we use a switch case statement and call the `SetCulture()` method based on the different locale values, as follows:

```
switch (selectedValue)
{
    case "0": SetCulture("hi-IN", "hi-IN");
    break;
    case "1": SetCulture("en-US", "en-US");
    break;
    case "2": SetCulture("en-GB", "en-GB");
    break;
    case "3": SetCulture("fr-FR", "fr-FR");
    break;
    default: break;
}
}
```

In the `Setculture()` method, we simply set the current thread's `Culture` and `UICulture` properties to the user's selected locale-specific culture:

```
protected void SetCulture(string name, string locale)
{
    Thread.CurrentThread.CurrentUICulture
    = new CultureInfo(name);
    Thread.CurrentThread.CurrentCulture
    = new CultureInfo(locale);
    Session["MyUICulture"]
    = Thread.CurrentThread.CurrentUICulture;
    Session["MyCulture"] = Thread.CurrentThread.CurrentCulture;
}
```