Required software

**C++11/14/17 Compilers**

You can choose any of the following compilers & Integrated Development Environments. In this training, we’ll use Visual Studio 2015/2017/2019 Community edition. The same programs can be compiled without any changes in any C++11/14/17 compliant compiler on any platform.

**Windows**

1. Visual Studio 2015/2017/2019 [<https://www.visualstudio.com/vs/community/>]

**NOTE: PREFER THE LATEST VERSION OF VISUAL STUDIO**

1. Code::Blocks - requires a separate compiler [[www.codeblocks.org](http://www.codeblocks.org/)]
2. Cevelop - requires a separate compiler [[www.cevelop.com](http://www.cevelop.com/)]
3. Eclipse CDT - requires a separate compiler (same as Cevelop) [<https://eclipse.org/cdt/downloads.php>]
4. MinGW [<http://mingw.org/>]
5. Visual Studio Code [<https://code.visualstudio.com/>]

**Linux (Ubuntu, CentOS, etc)**

1. GNU C++ Compiler [Install from command line e.g.*sudo apt-get install g++*]
2. Cevelop [[www.cevelop.org](http://www.cevelop.org/)]
3. Eclipse CDT (same as Cevelop) [<https://eclipse.org/cdt/downloads.php>]

**MacOS**

1. XCode [Install from Mac Appstore]
2. Cevelop [[www.cevelop.com](http://www.cevelop.com/)]
3. Eclipse CDT (same as Cevelop) [<https://eclipse.org/cdt/downloads.php>]