Chapter number	Software required (With version)	Free/Proprietary	If proprietary, can code testing be performed using a trial version	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
All	GLM Mathematics Library	Free			https://glm.g-truc.net/0.9.9/index.html	Common System with 4GB RAM	Linux / MacOS / Windows
All	GLFW	Free			http://www.glfw.org/	Common System with 4GB RAM	Linux / MacOS / Windows
All	CMake	Free			https://cmake.org/	Common System with 4GB RAM	Linux / MacOS / Windows
All	Visual Studio 2017	Free (Community Edition)			https://visualstudio.microsoft.com/	Common System with 4GB RAM	Linux / MacOS / Windows

Detailed installation steps have been mentioned on GitHub (`https://github.com/PacktPublishing/OpenGL-4-Shading-Language-Cookbook-Third-Edition`)