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Software Hardware List

Chapter number	Software required (With version)	Free/Proprietary	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
1 to 11	D3, version 5.9.2 or later	Free	-	`http://www.sampleURl.com` `https://d3js.org/d3.v5.min.js`	Any modern desktop with standard memory and processors	Linux, Mac OS, Windows, iOS, Cydia, Android
1 to 11	Any modern browser that supports SVG and ES2016: Edge, Chrome, Safari, Firefox	Free			Any modern desktop with standard memory and processors	Linux, Mac OS, Windows, iOS, Cydia, Android
1 to 11	Any code editor, for example Adobe Brackets, PHStorm, WebStorm,, Visual Studio Code, TextWrangler, Sublime Text	Free versions exist for Brackets, VSCode, Sublime Text, TextWrangler, Notepad++; Proprietary: PHPStorm, WebStorm		-	Any modern desktop with standard memory and processors	Linux, Mac OS, Windows, iOS, Cydia, Android
11	MapShaper (online)	Free online service		`mapshaper.org`	Any modern desktop with standard memory and processors	Linux, Mac OS, Windows, iOS, Cydia, Android

11	TopoJSON	Free		`https://github.com/topojson`	Any modern desktop with standard memory and processors	Linux, Mac OS, Windows, iOS, Cydia, Android
11	Versor D3 plugin	Free		`https://github.com/Fil/versor`	Any modern desktop with standard memory and processors	Linux, Mac OS, Windows, iOS, Cydia, Android
11	Inertia D3 plugin	Free		`https://github.com/Fil/d3-inertia`	Any modern desktop with standard memory and processors	Linux, Mac OS, Windows, iOS, Cydia, Android
1 to 11	Any Web Server (example: npm http-server)	Free		`https://www.npmjs.com/package/http-server`	Any modern desktop with standard memory and processors	Linux, Mac OS, Windows, iOS, Cydia, Android

Detailed installation

- Web Server:

  - **`npm install http-server -g`**

- D3.js and standard modules in Web page

  - `<script src="https://d3js.org/d3.v5.min.js"></script>`

- D3.js and modules in NPM environment

  - **`npm install d3 jsdom`**

- In node.js

  - ```
    var d3 = require("d3"), dom = require("jsdom");
    var body = dom.jsdom().body;
    ```

See details: `https://github.com/d3/d3/wiki`

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