Software Hardware List

Chapter number	Software required (With version)	Free/Pro prietary	If proprie tary,	If propri etary,	Download links to the software	Hardware specificati ons	OS required
All	Python 3.6	Free	NA	NA	https://www.python.org/downloads/release/python-360/ I used: python-3.6.0b4-amd64.exe Note: If the reader has some older Python versions installed like 2.7, they might run into some problems. It is NOT the topic of this book to teach readers how to install their software. Another Note: It is important to use the 64-bit versions of Python, Windows 10 and all other required software to avoid conflicts.	Your PC	Tested on Windows 10 64-bit OS. I personally use a Dell laptop. In theory, Python should run "anywhere". Mac, Linux etc.
5	Matplotlib	Free	NA	NA	http://www.lfd.uci.edu/~gohlke/pythonlibs/ I used: matplotlib-1.5.3-cp36-cp36m-win_amd64.whl Note: The installation is shown in the chapter of the book.	Your PC	Windows 10; see above
7	MySQL	Free	NA	NA	https://dev.mysql.com/downloads/mysql/ The "Community Edition" is the free version Note: The installation is shown in the chapter of the book.	Your PC	Windows 10; see above
7	MySQL	Free	NA	NA	http://www.lfd.uci.edu/~gohlke/pythonlibs/#mysqlclient Note: The installation is shown in the chapter of the book.	Your PC	Windows 10; see above
9	wxPython	Free	NA	NA	https://wxpython.org/Phoenix/snapshot-builds/ I used: wxPython_Phoenix-3.0.3.dev2808+717fdf9-cp36-cp36m-win_amd64.whl Note: The installation is shown in the chapter of the book.	Your PC	Windows 10; see above
10	PyOpenGL	Free	NA	NA	http://www.lfd.uci.edu/~gohlke/pythonlibs/#pyopengl I used: PyOpenGL-3.1.1-cp36-cp36m-win_amd64.whl Note: The installation is shown in the chapter of the book.	Your PC	Windows 10; see above
10	PyGlet	Free	NA	NA	At a command prompt: < pip install pyglet> The "pip install" command is the typical way Python programmers install external libraries. Every Python Programmer should be know it. I mention it in the book several times but I cannot hold everybody's hand	Your PC	Windows 10; see above