This program requires the following libraries:

OpenGL ES 2.0 library headers: GLES2/gl2.h and GLES2/gl2ext.h

Standard libraries: cstdlib, cstdio, cstring, and cmath

You should make sure that these libraries are available on your system and can be included in your C/C++ project. Additionally, this program requires the GLFW library for creating a window and handling events. It also uses the GLEW library for loading OpenGL ES extensions, so you should link your project with these libraries as well.