

To develop and test the code in this book, I used several versions of commonly available software, including browsers and Node.js, as well as some other packages.

For this second edition, my main machine runs the *Tumbleweed* rolling release of OpenSUSE Linux, from <https://www.opensuse.org/#Tumbleweed>, currently including kernel 5.3.5. (The *rolling* term implies that the software is updated on a continuous basis, to keep getting the latest versions of all packages.) I've also tested portions of the code of this book on different Windows 7 and Windows 10 machines.

As to browsers, I usually work with Chrome, from <https://www.google.com/chrome/browser/>, and at the current time, I'm up to version 78. I also use Firefox, from <https://www.mozilla.org/en-US/firefox/>, and I got version 72 in my machine. I have also run code using the online JSFiddle environment, at <https://jsfiddle.net/>.

On the server side, I use Node.js, from <https://nodejs.org/>, currently at version 13.6.

For transpilation, I used Babel, from <https://babeljs.io/>: the current version of the `babel-cli` package is 7.7.7.

For testing, I went with Jasmine, from <https://jasmine.github.io/>, and the latest version in my machine is 3.5.0.

Finally, for code formatting, I used Prettier, from <https://prettier.io/>. You can either install it locally, or run it online at <https://prettier.io/playground/>; the version I have is 1.19.1.

The JavaScript world is quite dynamic, and it's a safe bet that by the time you get to read this book, all the software listed above will have been updated several times. Every single piece of software I used when I wrote the 1st edition of this book, received several updates over time. However, given the standardization of JavaScript, and the high importance of back compatibility, you shouldn't have problems with other versions.