C++ project declaration of ownership: Bureau De Change Game

I Adam Wallbanks (N0997892) hereby declare that I am the sole author of the associated report and software apart from the software referenced below.

I am aware of the university’s rules on plagiarism and collusion, and I understand that, if I were to have been found of breaking these rules it would be treated as academic misconduct and dealt with accordingly

I understand that it is entirely my responsibility to ensure that I submit my full coursework and any missing elements submitted after the deadline will be disregarded

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Software I have used in the bureau de change game

External library Libcurl 7.82.0 for the API calls

link to Libcurl library: [libcurl - the multiprotocol file transfer library](https://curl.se/libcurl/)

external library TGUI 0.10 for the GUI window, widgets (button and textboxes) and labels, also for canvas to display SFML object as TGUI is compatible with SFML

link to TGUI library: [TGUI: Texus' Graphical User Interface](https://tgui.eu/)

external library SFML 2.5.1 for graphics (images and text) and audio

link to SFML library: [SFML (sfml-dev.org)](https://www.sfml-dev.org/)

use of prewritten code to store the data received from the API as a string (writecallback function)

link to code used: [Save cURL content result into a string in C++ - Stack Overflow](https://stackoverflow.com/questions/9786150/save-curl-content-result-into-a-string-in-c)