

FiveXFive_Board::is_draw

```
graph LR; A[FiveXFive_Board::is_draw] --> B[FiveXFive_Board::calculate_final_scores]; B --> C[FiveXFive_Board::count_three_in_row];
```

FiveXFive_Board::calculate
_final_scores

FiveXFive_Board::count
_three_in_row