```java
 1 package Project3;
 2
 3 /************************************************************************
 4  * CIS 163 Section 01
 5  * Project 3: Chess Game
 6  * Queen Class
 7  *
 8  * This class represents a ChessPiece that is a queen.
 9  *
10  * @author George Fayette
11  * @version 3/23/2019
12  ***********************************************************************/
13 public class Queen extends ChessPiece {
14
15     /********************************************************************
16      * Public constructor sets player to parameter value.
17      * @param player The player type.
18      *******************************************************************/
19     public Queen(Player player) {
20         super(player);
21     }
22
23     /********************************************************************
24      * Public String, returns the ChessPiece type.
25      * @return A string representing the ChessPiece type.
26      *******************************************************************/
27     public String type() {
28         return "Queen";
29     }
30
31     /********************************************************************
32      * Public boolean, returns true if the move is valid.
33      * @param move The move that is being checked.
34      * @param board The array of IChessPieces that is being checked.
35      * @return True if the move is valid.
36      *******************************************************************/
37     public boolean isValidMove(Move move, IChessPiece[][] board) {
38         Bishop move1 = new Bishop(board[move.fromRow][move.fromColumn].player())
39         Rook move2 = new Rook(board[move.fromRow][move.fromColumn].player());
40         return (move1.isValidMove(move, board) || move2.isValidMove(move, board)
41     }
42 }
43
```