1. Make three classes:
   - `Phone` → has `model` and `battery` (default 100).

   - `SmartPhone` → inherits from `Phone` and adds operating system.

   - `GamingPhone` → inherits from `SmartPhone` and adds `cooling_system`.
     Add a method `start_game(name)` that prints
     👉 `"Playing <name> on <model>"`.

2. Make a class `MobilePhone` with:

   - `model` (public)

   - `__battery` (private, default 100)
     Add methods:

   - `use()` → reduce battery

   - `charge()` → increase battery (max 100)

   - `get_battery()` → show battery

Show that you **can't access `__battery` directly**.