Prog1

class BankAccount:

def \_\_init\_\_(self, account\_number, account\_holder\_name, initial\_balance=0.0):

self.\_\_account\_number = account\_number

self.\_\_account\_holder\_name = account\_holder\_name

self.\_\_account\_balance = initial\_balance

def deposit(self, amount):

if amount > 0:

self.\_\_account\_balance += amount

print(f"Deposited ${amount}. New balance: ${self.\_\_account\_balance}")

else:

print("Invalid deposit amount. Amount must be greater than 0.")

def withdraw(self, amount):

if amount > 0:

if amount <= self.\_\_account\_balance:

self.\_\_account\_balance -= amount

print(f"Withdrew ${amount}. New balance: ${self.\_\_account\_balance}")

else:

print("Insufficient balance.")

else:

print("Invalid withdrawal amount. Amount must be greater than 0.")

def display\_balance(self):

print(f"Account balance for {self.\_\_account\_holder\_name}: ${self.\_\_account\_balance}")

account1 = BankAccount("123456789", "John Doe", 1000.0)

account1.display\_balance()

account1.deposit(500.0)

account1.withdraw(200.0)

account1.display\_balance()

**Prog2**

class Player:

def play(self):

print("The player is playing cricket.")

class Batsman(Player):

def play(self):

print("The batsman is batting.")

class Bowler(Player):

def play(self):

print("The bowler is bowling.")

batsman = Batsman()

bowler = Bowler()

batsman.play()

bowler.play()