

```
# Define the base class Player
```

```
class Player:
```

```
    def play(self):
```

```
        print("The player is playing cricket.")
```

```
# Define the derived class Batsman
```

```
class Batsman(Player):
```

```
    def play(self):
```

```
        print("The batsman is batting.")
```

```
# Define the derived class Bowler
```

```
class Bowler(Player):
```

```
    def play(self):
```

```
        print("The bowler is bowling.")
```

```
# Create objects of Batsman and Bowler classes
```

```
batsman = Batsman()
```

```
bowler = Bowler()
```

```
# Call the play() method for each object
```

```
batsman.play()
```

```
bowler.play()
```