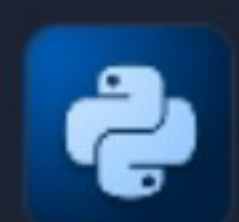


```
2  # Define the Player class
3  class Player:
4      def play(self):
5          print("The player is
        playing cricket")
6
7  # Define the Batsman class
    that inherits from Player
8  class Batsman(Player):
9      def play(self):
10         print("The batsman is
        batting")
11
12 # Define the Bowler class that
    inherits from Player
13 class Bowler(Player):
14     def play(self):
15         print("The bowler is
        bowling")
16
17 # Create objects of the
    Batsman and Bowler classes
18 batsman = Batsman()
19 bowler = Bowler()
```



that inherits from Player

```
8 class Batsman(Player):
9     def play(self):
10         print("The batsman is
    batting")
11
12 # Define the Bowler class that
    inherits from Player
13 class Bowler(Player):
14     def play(self):
15         print("The bowler is
    bowling")
16
17 # Create objects of the
    Batsman and Bowler classes
18 batsman = Batsman()
19 bowler = Bowler()
20
21 # Call the play() method for
    each object
22 batsman.play()
23 bowler.play()
```



## Challenge 2.1 :

 Exit

```
The batsman is batting  
The bowler is bowling
```



&gt;\_ Console

 Run