class Player(object):

def \_init\_(self, name, age, skills, style=None):

self.name = name

self.age = age

self.skills = skills

self.style = style

def get\_player(self):

print(self.name,self.age,self.skills,self.style)

class Team(object):

def \_init\_(self, name):

self.name = name

self.\_players = []

def add\_player(self, obj):

if isinstance(obj, Player):

self.\_players.append(obj)

else:

print("Please provide player object")

def get\_players(self):

for player in self.\_players:

player.get\_player()

if \_name\_ == "\_main\_":

p1 = Player("Mahendra", 46, "Wicket Kipper", "Right-Hand Batsman")

p2 = Player("Sachin", 35, "Batsman", "Right-Hand Batsman")

p3 = Player("Saurabh", 44, "Batsman", "Left-Hand Batsman")

p4 = Player("Zahir", 38, "Bauwller", "Medium Pace Bauwller")

p5 = Player("Yuvraj", 43, "All rounder")

t = Team("India")

t.add\_player(p1)

t.add\_player(p2)

t.add\_player(p3)

t.add\_player(p4)

t.add\_player(p5)

t.get\_players()