```
6
7       def deposit(self, amount):
8           if amount > 0:
9               self.__account_balance
    += amount
10
11      def withdraw(self, amount):
12          if amount > 0 and amount <=
    self.__account_balance:
13              self.__account_balance -
    = amount
14
15      def display_balance(self):
16          return f"Account Number:
    {self.__account_number}, Holder
    Name: {self.__account_holder_name},
    Balance: ${self.__account_balance}"
17
18  # Testing the BankAccount class
19  if __name__ == "__main__":
20      # Create an instance of the
    BankAccount
21      account = BankAccount("12345",
    "John Doe", 1000.00)
22
23      # Deposit and withdraw money
24      account.deposit(500)
```

```
1  class player:
2      def play(self):
3          print("The player is playing cricket ")
4
5  class Batsman(player):
6      def play(self):
7          print("The batsman is playing batting")
8
9  class Blower(player):
10     def play(self):
11         print("The blower is playing bowling")
12
13 batsman = Batsman()
14 blower = Blower()
15
16 batsman.play()
17 blower.play()
```