class Player:

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

self.name = name

self.age = age

self.skills = skills

self.style = style

def \_\_str\_\_(self):

return f"{self.name} {self.age} {self.skills} {self.style or ''}"

class Team:

def \_\_init\_\_(self, name, players=None):

self.name = name

if players is not None:

self.\_players = list(players)

else:

self.\_players = []

def add\_player(self, obj):

if isinstance(obj, Player):

self.\_players.append(obj)

else:

print("Please provide player object")

def \_\_iter\_\_(self):

return iter(self.\_players)

def \_\_str\_\_(self):

out = [f"Team name: {self.name}", "Players:"]

out.extend(str(player) for player in self)

return "

".join(out)

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

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

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

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

Player("Zahir", 38, "Bowler", "Medium Pace Bowler"),

Player("Yuvraj", 43, "All rounder")]

india = Team("India", players)

print(india)

# equivalent:

print("Team name:", india.name)

print("Players:")

for player in india:

print(player)