

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 Bastman is Bating. ")
```

#Define the derived class Bowler

```
class Bowler(player):  
    def play(self):  
        print("The Bowler is Bowling.")
```

#Create objects of Bastman and Bowler classes

```
bastman = Batsman()  
bowler = Bowler()
```

#call the play()method for

#each object

```
bastman.play()  
bowler.play()
```