

```
class player:
    def play(self):
        print("The player is playing cricket.")
```

```
class Batsman(player):
    def play(self):
        print("The batsman is batting.")
```

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

```
# creat objects of Batsman and bowlers
classes
```

```
batsman=Batsman()
```

```
bowler=Bowler()
```

```
# call the play() method for each object
```

```
batsman.play()
```

```
bowler.play()
```