# 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 batsman is batting.”)

# Define the derived class Bowler

Class Bowler (Player):

Def play(self):

Print(“The bowler is bowling.”)

# Create objects of Batsman and Bowler classes

Batsman = Batsman()

Bowler = Bowler()

# Call the playt() method for each object

Batsman.play()

Bowler.play()