# Define the base class Player

class Player:

def play(self):

print("The player is playing cricket.")

# Derive Batsman class from Player

class Batsman(Player):

def play(self):

print("The batsman is batting.")

# Derive Bowler class from Player

class Bowler(Player):

def play(self):

print("The bowler is bowling.")

# Create objects of Batsman and Bowler classes

batsman = Batsman()

bowler = Bowler()

# Call the play() method for each object

batsman.play()

bowler.play()