

```
class Player:
```

```
    def play(self):
```

```
        print("The player is playing cricket")
```

```
# Define the Batsman class derived from Player
```

```
class Batsman(Player):
```

```
    def play(self):
```

```
        print("The batsman is batting")
```

```
# Define the Bowler class derived 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()

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