

```
class Player(object):  
    def __init__(self, name, age, skills, style=None):  
        self.name = name  
        self.age = age  
        self.skills = skills  
        self.style = style  
  
    def get_player(self):  
        print(self.name,self.age,self.skills,self.style)
```

```
class Team(object):  
    def __init__(self, name):  
        self.name = name  
        self._players = []  
  
    def add_player(self, obj):  
        if isinstance(obj, Player):  
            self._players.append(obj)  
        else:  
            print("Please provide player object")  
  
    def get_players(self):  
        for player in self._players:  
            player.get_player()
```

```
if __name__ == "__main__":
```

```
    p1 = Player("Mahendra", 46, "Wicket Kipper", "Right-Hand Batsman")
```

```
    p2 = Player("Sachin", 35, "Batsman", "Right-Hand Batsman")
```

```
    p3 = Player("Saurabh", 44, "Batsman", "Left-Hand Batsman")
```

```
    p4 = Player("Zahir", 38, "Bowler", "Medium Pace Bowler")
```

```
    p5 = Player("Yuvraj", 43, "All rounder")
```

```
    t = Team("India")
```

```
    t.add_player(p1)
```

```
    t.add_player(p2)
```

```
    t.add_player(p3)
```

```
    t.add_player(p4)
```

```
    t.add_player(p5)
```

```
    t.get_players()
```