# Define the base class player

class Player:

def play(self):

print("The player is playing cricker.")

# 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()