

## main (4)

```
#Define the Player class

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()
```