```
class BankAccount:

  def __init__(self, account_number,
account_holder_name, initial_balance=0.0):
    self.__account_number = account_number
    self.__account_holder_name =
account_holder_name
    self.__account_balance = initial_balance


  def deposit(self, amount):
    if amount > 0:
      self.__account_balance += amount
      print("Deposited â,¹{}. New balance:
â,¹{}".format(amount,self.__account_balance)
)

    else:
      print("Invalid deposit amount. please
deposit a positive amount.")

  def withdraw(self, amount):
    if amount > 0 and amount <=
self.__account_balance:
      self.__account_balance -= amount
      print("withdrew â,¹{}. New balance:
â,¹{}".format(amount,self.__account_balance)
)

    else:
      print("Invalid withdrawal amount or
insufficient balance.")
  def display_balance(self):
    print("Account balance for {} (Account #
{}):
â,¹{}".format(self.__account_holder_name,
self.__account_number,
self.__account_balance))


account =
BankAccount(account_number="123456789",

account_holder_name="Elango",
```

```
initial_balance=5000.0)

account.display_balance()
account.deposit(500.0)
account.withdraw(200.0)
account.display_balance()
account.withdraw(20000.0)
account.display_balance()
```

```
class Player:
  def play(self):
      print("The player is playing
cricket.")

class Batsman(Player):
  def play(self):
      print("The batsman is batting.")

class Bowler(Player):
  def play(self):
      print("The bowler is bowling.")

batsman = Batsman()
bowler = Bowler()


batsman.play()
bowler.play()
```