Here's what Case 2 code does step by step:

```
#include<iostream>
using namespace std;
class Zimbabwe
{
public:
   int chatara1;
protected:
   int raza2;
private:
   int ervine3;
};
```

1. The code defines a class called Zimbabwe, which has three member variables:

   a. An integer variable "chatara1" declared as public.

   b. An integer variable "raza2" declared as protected.

   c. An integer variable "ervine3" declared as private.

```
class Pakistan: public Zimbabwe
{
public:
```

```
    int getchatara1()
    {
        chatara1 = 1;
        return chatara1;
    }
    int getraza2()
    {
        raza2 = 2;
        return raza2;
    }
};
```

2. The code defines a class called Pakistan that inherits from Zimbabwe (using the "public" keyword), and adds two member functions:

a. A function called "getchatara1" that sets the value of the "chatara1" variable to 1 and returns its value.

b. A function called "getraza2" that sets the value of the "raza2" variable to 2 and returns its value.

```
int main()
{
    Pakistan obj;
    obj.chatara1 = 1;
    obj.getchatara1();
```

```
    obj.getraza2();
    return 0;
}
```

3. In the main function, an object of the Pakistan class is created. The "chatara1" member variable of this object is set to 1, and then the "getchatara1" and "getraza2" functions of this object are called, which modifies the "raza2" member variable and returns the modified value of "chatara1".