

Here's what Case 1 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: private Zimbabwe
{
public:
```

```
int getchatar1()
{
    chatara1 = 1;
    return chatara1;
}

int getervine3()
{
    ervine3 = 3;
    return ervine3;
}

};
```

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

- a. A function called "getchatar1" that sets the value of the "chatara1" variable to 1 and returns its value.
- b. A function called "getervine3" that attempts to set the value of the "ervine3" variable to 3 (which is illegal since "ervine3" is private in Pakistan), and returns its value (which would always be garbage).

```
int main()
{
    Pakistan obj;
    obj.getchatar1();
}
```

```
    obj.getervine3();  
    return 0;  
}
```

3. In the main function, an object of the Pakistan class is created. The "getchatar1" and "getervine3" functions of this object are called, which modifies the "chatar1" member variable but fails to modify the "ervine3" member variable.