



ABES Engineering College, Ghaziabad
Department of Applied Sciences & Humanities

Session: 2023-24

Semester: II

Section: All

Code: BAS 203

Course Name: Engineering Mathematics II

Assignment 4

Date of Assignment:

Date of submission:

S.N o.	KL, CO		Question	Marks
1 ✓	K ₃ , CO4	1.3.1, 2.1.3 2.4.4, 4.3.4	Given that $(x, y) = x^2 - y^2$ & $v(x, y) = -\left(\frac{y}{x^2 + y^2}\right)$. Prove that both u and v are harmonic functions but $u+iv$ is not an analytic function of z.	5
2 ✓	K ₃ , CO4	2.1.3, 2.4.1 2.4.4, 4.3.4	Find the constants a, b, c such that the function $f(z)$ where $f(z) = -x^2 + xy + y^2 + i(ax^2 + bxy + cy^2)$ is analytic. Express f(z) in terms of z.	5
3 ✓	K ₃ , CO4	2.1.3 2.4.1	Using the Cauchy- Reimann equations , show that $f(z) = z ^2$ is not analytic at any point.	5
4 ?	K ₃ , CO4	4.3.4	Show that $v(x, y) = e^{-x}(x \cos y + y \sin y)$ is harmonic. Find its harmonic conjugate.	5
5 ✓	K ₃ , CO4	2.4.1, 2.4.4	Determine the analytic function $f(z)$ in terms of z whose real part is (i) $\frac{1}{2} \log(x^2 + y^2)$ (ii) $(x - y)(x^2 + 4xy + y^2)$	5
6 ✓	K ₃ , CO4	1.3.1, 2.1.3 2.4.1, 4.3.4	If $f(z) = u + iv$ is an analytic function , find $f(z)$ in terms of z if $u - v = e^x(\cos y - \sin y)$	5
7 ✓	K ₃ , CO4	2.1.3, 2.4.1 2.4.4	Find the image of $ z - 2i = 2$ under the mapping $= \frac{1}{z}$	5
8 ✓	K ₃ , CO4	4.3.4	Find the invariant points of transformation $w = \frac{1+z}{1-z}$	5
9 ✓	K ₃ , CO4	2.4.1	Find the bilinear transformation which maps the points $z = 1, i, -1$ into the points $w = i, 0, -i$. Hence find the image of $ z < 1$.	5
10 ✓	K ₃ , CO4	2.1.3, 2.4.1 2.4.4	Show that the transformation $w = i \left(\frac{1-z}{1+z}\right)$ transforms the circle $ z = 1$ onto the real axis of the w plane and the interior of the circle into the upper half of the w-plane	5

Answers

2. $a = \frac{-1}{2}; b = -2; c = \frac{1}{2}; f(z) = \frac{-1}{2}(2 + i)z^2$ 4. $u(x, y) = e^{-x}(x \sin y - y \cos y) + c$
 5. (i) $\log z + c$ (ii) $(1 - i)z^3 + c$ 6. $e^z + c$ 7. $4v + 1 = 0$
 8. $i, -i$ 9. $w = \frac{i-z}{i+z}; u > 0$