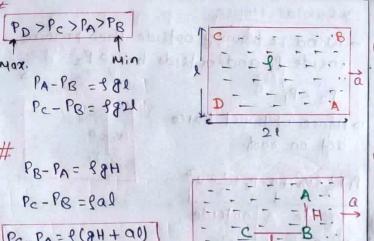
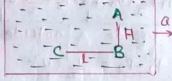
rechanical properties of fluid # Pascal's Law:-Static bluid fluid: - Subetance that can blow. Eg - Liquid & gos. Relative density = Sobject = unitless Specific gravity *ewater* > gimater = 18mlcm3 density = Mass Volume Boil = 0.8 8 m/cm3 SHq = 13.6 gm/cm3 Smile = 1.04 gm/cm3 3ice = 0.9 gulem2 # Density of Mixture of two liquids Swix = Total Mass _ (MI+M2) Total volume (V,+V2) SNIX = 29,92 BN1x = S1+12 3,++2 (V= sawe) (M= same) 3, < 3nix < 12 · Pressure(P):-P= + , scaler, NIm2, [ML-1 T-2] Atmosphenic = 1 Atm = 1.05 × 105 N/m2 2802298 * valiation of P with depth: DP= ggh P2-P1=38h P2-P1= 89(h2-h1 *NOTE :-· As we you would from ground, At mospheric pressure decreose. • In open container, Pl Just inside liq.)=1ATM tand = a = H · In closed container, Pliust inside ligh: 0 In Air molecules, Pressure applies

same in all direction.

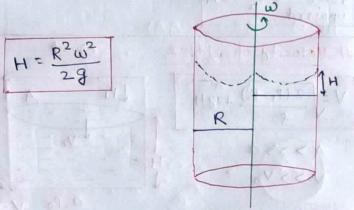
Position.

Liextra pressure applied at anypoint of closed bluid transmite undiminished to event boinf. Pascal attall - State bluid me pressure balance krte hai. # # gulgarad I fest = F oruf tours P1=P2 F= 82 Fo P1= P2 Fa = Fo * Moving container 'P' calculation:-(Bs "gett" le lena hai) (i) libt up: - P= 8(8+a)h (ii) libt down :- P= 3 (9-a) h (iii) free fall :- P= 3 (3-8) h=0 #Barometer: to measure atmos, pressure PA=PB Po= 98h PO= 1.01 × 10 NM2 = 1 ATM Rawled the garib 31164) water Barometre h=10.1m ⇒ question on U-Tube!-PA=PB Phy 8H= P(g(2x)) → ek aisa line Scient koro jielce about 'P' same hong chahive. # Horizontal Accelerating container sind = Ja2+82 · Liquid Pressure is same at all horizon.

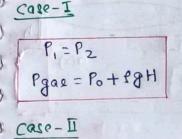


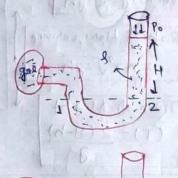


A vessel is rotated about vertical axis. Find rise in water H'.

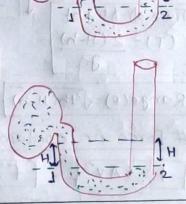


Manometer: - to measure gas pressure.





Pi=P2 Pg02=Po-33H



Archimedes Principle

- pressure dibbo in a bluid.

+ Buoyant borce = [Weight of displaced U.g.] 12 want qu

Ly doesn't depend on area & Height of obj. bilos de smulor = posadesto do smulor *

Fret = 8 Vg

Apparent Weight [o=object, f=liquid] (i) 5= \$ (block & completely 206 Mesged)

N=0, objects remain where it's placed.

Ntotal = DIU (i) o < g (blooking with postional copyred)

(iii) & > & (completely Slok)

* object ob dannty 's' is released then bind acen at object inside uquid.

Buyant borce on Fobject with cavity

* FB= PLVTA

* Another = M

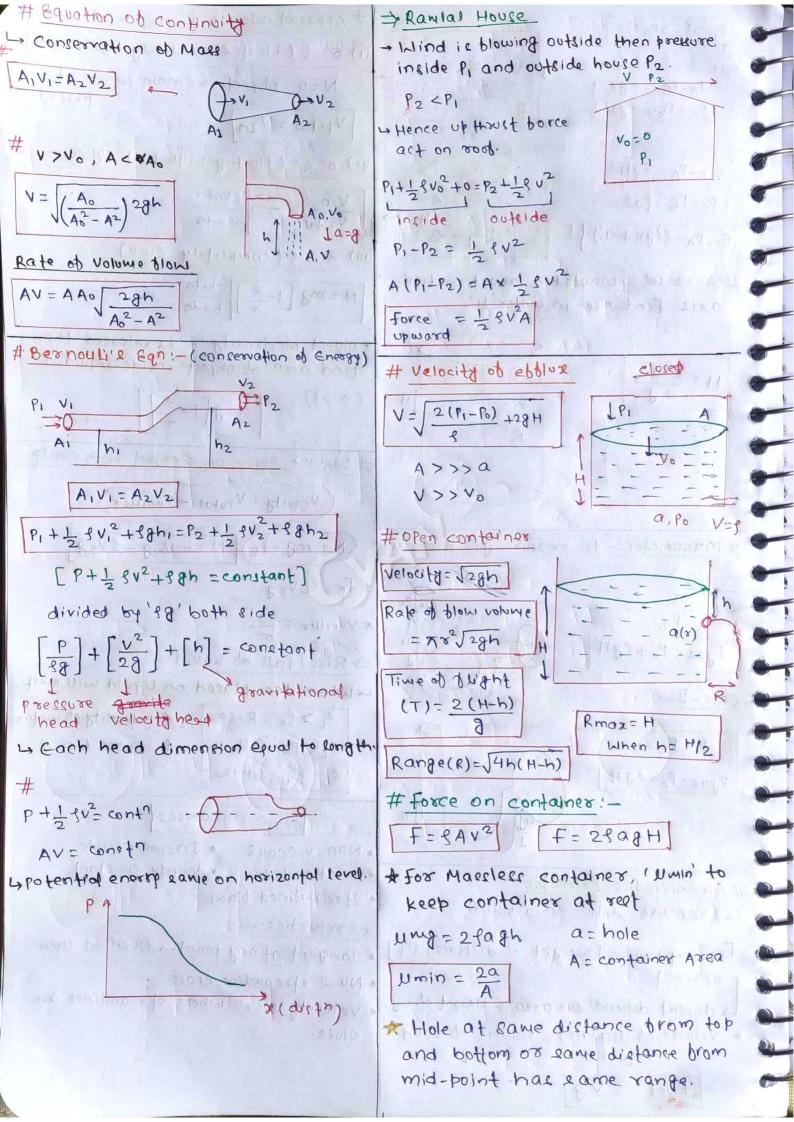
=> Rise / Fall of liquid :-

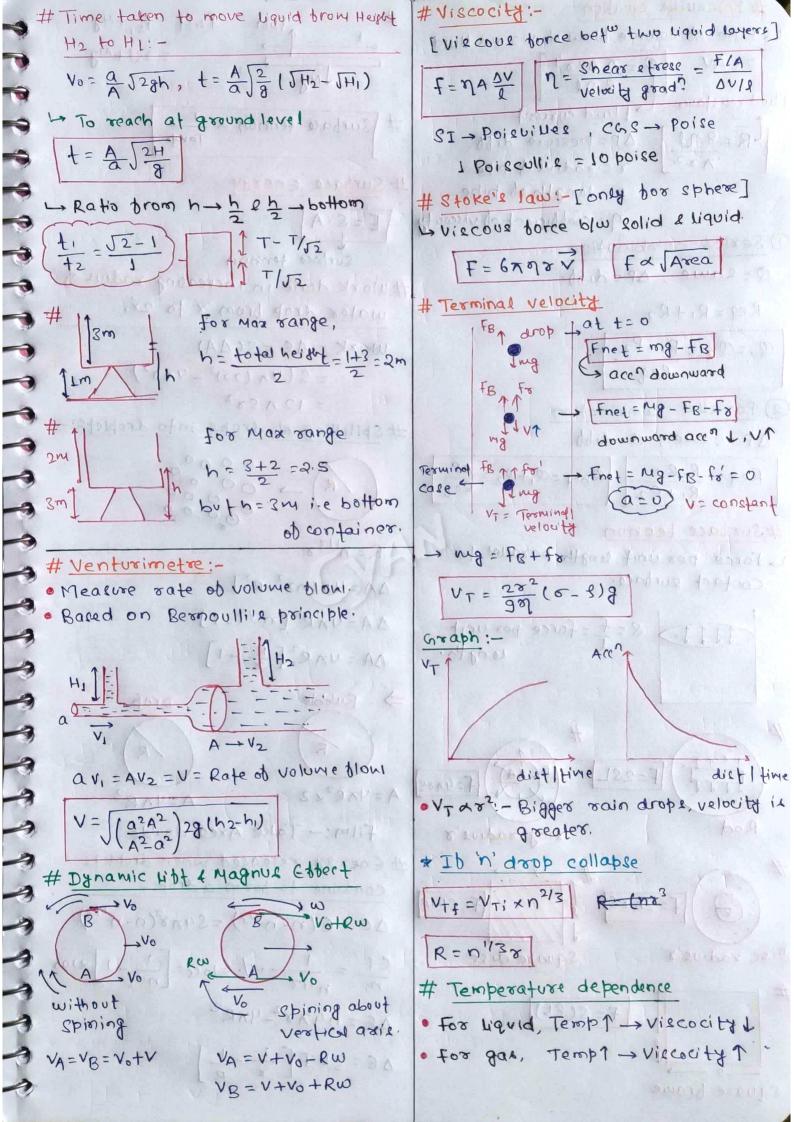
when lee placed on liquid will neit.

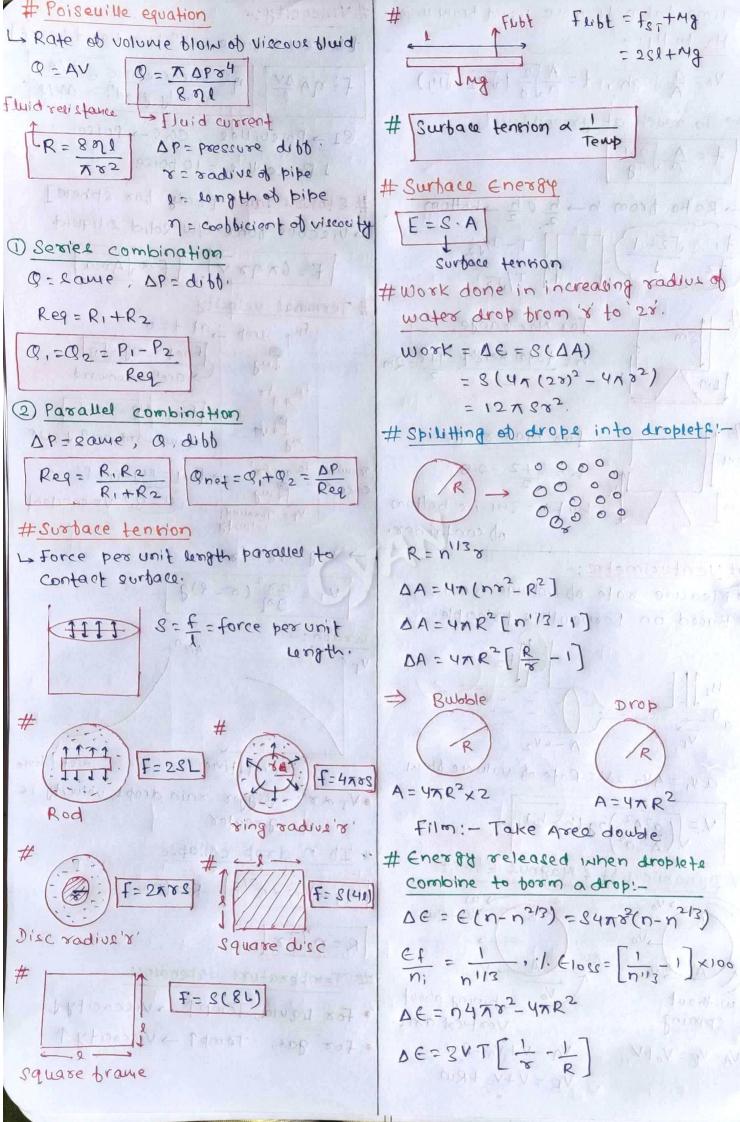
31 > fo = Rise fordensity of makes Po=fall fc=surr, Liquid ge= fw= some

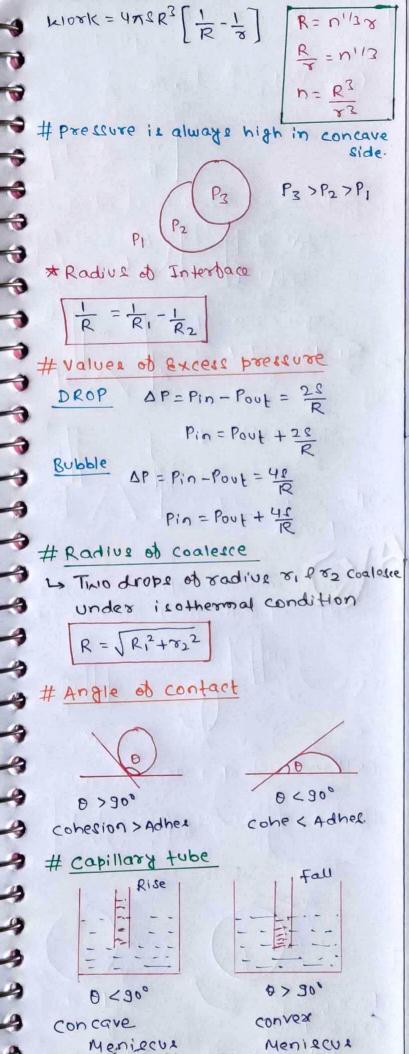
Fluid dynamics has

- · In compressible Non-viscous
- · Friction less · density constant
- · Streawlined blow.
- * Properties: -
- · Tangent at any point direct of blow
- · No 2 etreamline cross
- · Velocity more where etreamlines are C/086.









Height of liq. rising in CT

h = 25coso

grap