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```
function Final()
```

Final

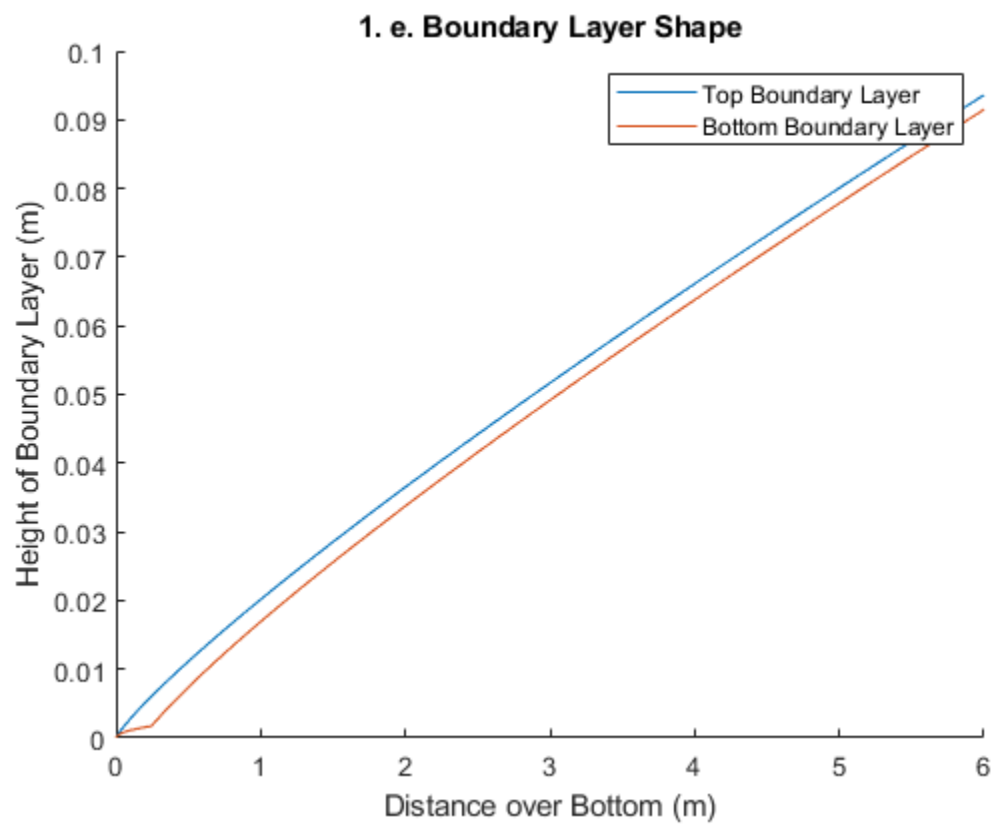
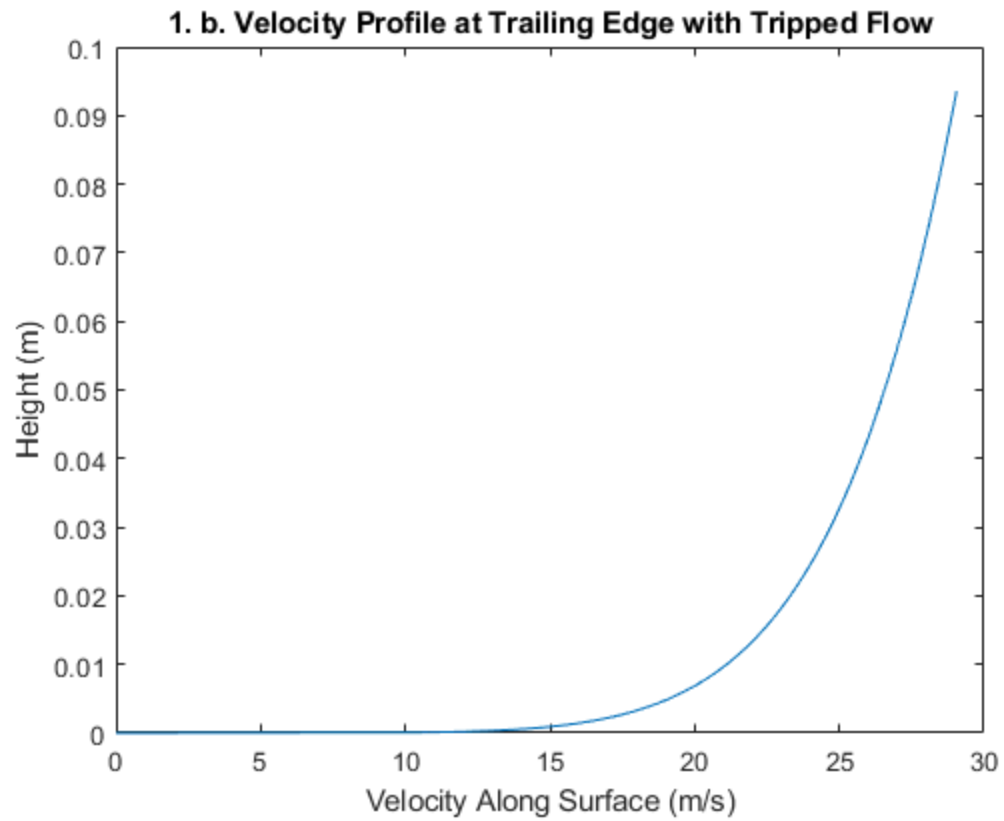
Liam Hood

```
clear ; close all ; clc ;  
n = 1e3 ;  
rho = 1.225 ; % From Wikipedia  
mu = 17.89e-6 ; % From Engineering toolbox
```

Answers to 1

```
Problem1(n,rho,mu)
```

```
1  
a  
The viscous on the top in the normal orientation is 17.6394 N  
The viscous drag on the top in the wide and short orientation is 21.974  
N  
Drag is higher in the wide and short orientation. The coefficient of  
friction  
decreases as Reynolds number increases so the friction force is higher  
if the  
flow must go over the same area without the Reynolds number increasing  
as much  
c  
Boundary layer height on the bottom at the back is 0.09149 m  
While the boundary layer on the top at the back is 0.093604 m  
d  
The total viscous drag is 35.0337 N  
f  
The boundary would be similar on the top in some spots. The cockpit  
would  
change this with the pressure gradient at the front and rear. The  
fairings over  
the wheels would change the boundary layer as it would add another  
dimension to  
the flow.
```



Answers to 3

Problem3(rho,mu)

3

a

The Euler number quickly appears to reach a constant value of around 253

It doesn't seem to matter how high the Reynolds number gets

b

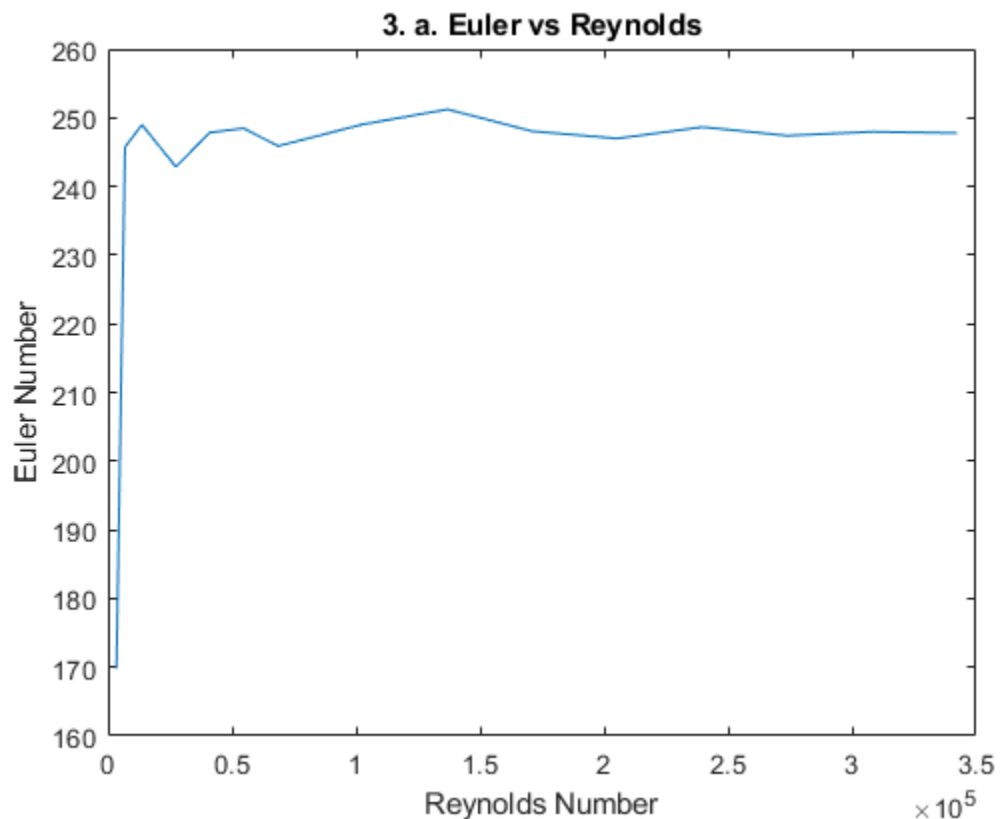
The pressure drop at 80 m/s is 1943273.8765 Pa

c

If focusing on separation point it could be more accurately found on a larger model.

A larger model would be good if a big but slow wind tunnel is all that is available.

Large model also good for studying a very small feature of a larger object.



Method for Solving Problems

```
function Problem1(n,rho,mu)
    % Constants
    L = 6 ;
    W = 2 ;
```

```

v = 65*(1609/(60*60)) ;
A = L*W ;
x = linspace( 0 , L , n ) ;

% Reynolds number
Rex = ( rho*v*x )/( mu ) ;
Rex(1) = 1 ;
    % Friction Top normal orientation
    CfTop = .074/(Rex(n)^(1/5)) ; % Average Coefficient of
friction
    FrictionTop = .5*rho*v^2*CfTop*A ;
    disp( '1' )
    disp( 'a' )
    disp([ 'The viscous on the top in the normal orientation is '
, num2str( FrictionTop ) , ' N' ])
    % Info for wide and short orientation
    Rel_ws = ( rho*v*W )/( mu ) ; % Reynolds number using the old
width as characteristic length
    CfTop_ws = .074/(Rel_ws^(1/5)) ; % Average Coefficient of
friction
    FrictionTop_ws = .5*rho*v^2*CfTop_ws*A ;
    disp([ 'The viscous drag on the top in the wide and short
orientation is' , num2str( FrictionTop_ws ) , ' N' ])
    disp( 'Drag is higher in the wide and short orientation. The
coefficient of friction' )
    disp( 'decreases as Reynolds number increases so the friction
force is higher if the' )
    disp( 'flow must go over the same area without the Reynolds
number increasing as much' )

    % Shape of top boundary layer
    DeltaTop = .16.*x./(Rex.^(1/7)) ;
    y = linspace( 0 , DeltaTop(n) , n ) ;
    % velocity of boundary layer on top
    u = v.*(y./DeltaTop(n)).^(1/7) ;

    % Velocity profile on top
    figure
    plot( u , y )
    title( '1. b. Velocity Profile at Trailing Edge with Tripped Flow'
)
    xlabel( 'Velocity Along Surface (m/s)' )
    ylabel( 'Height (m)' )

    % Boundary layer shape on bottom
    % Bottom
    for ii = 1:n
        if Rex(ii) < 5e5
            DeltaBottom(ii) = 4.91*x(ii)/(Rex(ii)^(1/2)) ;
            xTran = x(ii) ;
            DeltaLam = DeltaBottom(ii) ;
        else
            DeltaBottom(ii) = .16*(x(ii)-xTran)/(Rex(ii)^(1/7)) +
DeltaLam ;

```

```

        end
    end
    disp( 'c' )
    disp([ 'Boundary layer height on the bottom at the back is ' ,
num2str(DeltaBottom(n)) , ' m' ])
    disp([ 'While the boundary layer on the top at the back is ' ,
num2str(DeltaTop(n)) , ' m' ])
    % plot of boundary layer shapes
    figure
    hold on ;
    plot( x , DeltaTop )
    plot( x , DeltaBottom )
    xlabel( 'Distance over Bottom (m)' )
    ylabel( 'Height of Boundary Layer (m)' )
    title( '1. e. Boundary Layer Shape' )
    legend( 'Top Boundary Layer' , 'Bottom Boundary Layer' )
    hold off;

    % Friction

    % Top
    %     CfTop = .074/(Rex(n)^(1/5)) ;
    %     FrictionTop = .5*rho*v^2*CfTop*A ;

    % Bottom
    CfBLam = 1.33/(5e5^(1/2)) ;
    FrictionBLam = .5*rho*v^2*CfBLam*2*xTran ;
    CfBTurb = .074/(Rex(n)^(1/5)) ;
    FrictionBTurb = .5*rho*v^2*CfBTurb*2*(6-xTran) ;
    FrictionBottom = FrictionBLam + FrictionBTurb ;

    TotalFriction = FrictionTop + FrictionBottom ;
    disp( 'd' )
    disp([ 'The total viscous drag is ' ,
num2str(TotalFriction) , ' N' ])

    disp( 'f' )
    disp( 'The boundary would be similar on the top in some spots.
The cockpit would' )
    disp( 'change this with the pressure gradient at the front and
rear. The fairings over' )
    disp( 'the wheels would change the boundary layer as it would
add another dimension to ' )
    disp( 'the flow. ' )
end

function Problem3(rho,mu)
    disp( '3' )
    v = [ .5 1 2 4 6 8 10 15 20 25 30 35 40 45 50 ] ;
    dP = [ 52 301 1220 4760 10930 19480 30120 68640 123100 189898
272300 373120 484900 615100 758800 ] ;
    diameter = .1 ;

    Eu = dP./(rho.*v.^2) ;

```

```
Re = rho.*v.*diameter./mu ;

figure
plot( Re , Eu )
title( '3. a. Euler vs Reynolds' )
xlabel( 'Reynolds Number' )
ylabel( 'Euler Number' )
disp( 'a' )
disp( 'The Euler number quickly appears to reach a constant value
of around 253 ' )
disp( 'It doesn''t seem to matter how high the Reynolds number
gets' )

Eu_80 = ( Eu( length(Eu) ) + Eu(length(Eu)-1) ) / 2 ;
dP_80 = Eu_80*rho*80^2 ;
disp( 'b' )
disp([ 'The pressure drop at 80 m/s is ' , num2str( dP_80 ) , '
Pa' ])
disp( 'c' )
disp( 'If focusing on seperation point it could be more accurately
found on a larger model.' )
disp( 'A larger model would be good if a big but slow wind tunnel
is all that is available.' )
disp( 'Large model also good for studying a very small feature of
a larger object.' )

end

end
```

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