(1) Electrodynamic principle

Lorenz force

Current in a conducting with $I \cdot I = Q \cdot V$ [A·m]

A·m A·s· $\frac{m}{3}$]

A·m A·s· $\frac{m}{3}$]

TA-m] [m.w]

(A.w)

[A.w]

[A.m]

LW-W]

LW-W]

LW-W]

Charges are affected by imagnetic and electric field:

Magnetic field

Laplace's law: Fm = [IXB = Q·VXB [N]

Electric field

30=36

The sum of forces

F = FETFM = Q (E+ VXB) [N]

LOIPHZ force

B [13][7]

(2) Electrody mamic principle

A metal rod moves through a magnetic field

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1101

Q·V·B = QE

This will chate an electric field

V = B.J. V [V]
Witage speed

$$\overline{V} \times \overline{B} = |\overline{V}| \cdot |\overline{B}| \cdot \sin \theta \cdot \hat{N}$$

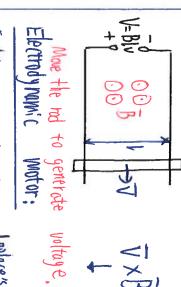
(θ is the angle between \overline{V} and \overline{B})

F = BII [N]

Voltage

Therefore, it will create a equal weight.

Electrodynamic generator: Voltage generator VXB



torce generator)

F=ILXB F= B11

Electrophymnic basic formula: Add currents to mave the rod. V=Blv [v]

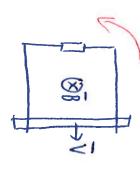
$$I_1 = \frac{1}{81} \quad [A]$$

$$I_1 I_2 = \frac{91}{8} \quad [A]$$

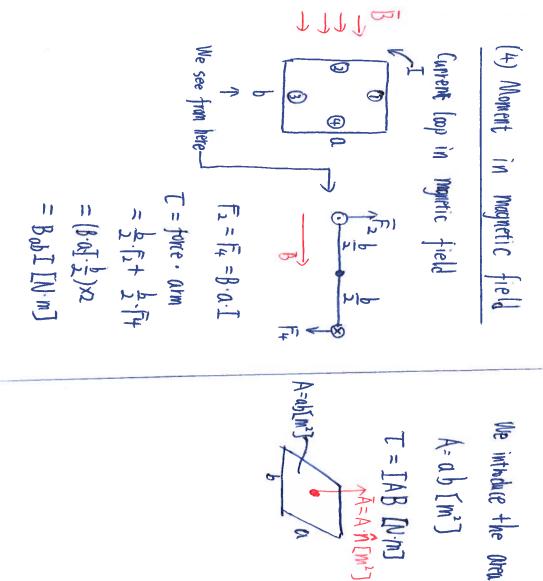
$$\frac{L_1 - BL}{\sum_{i=1}^{L} L_i} = \frac{BLV}{R} \cdot \frac{F}{BL} = \frac{F}{R}$$

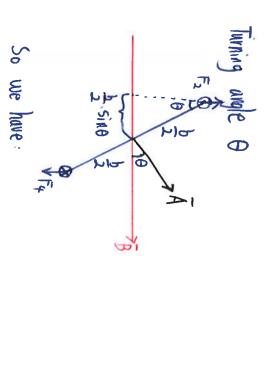
$$\frac{-L^2}{R}$$

C) Current 脚 How dilection



Or VXB to find current direction. (all use right hand)





T= IN (AXB) [N-m]

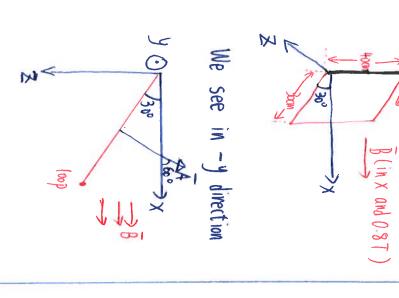
N is the turns in the loop.

The magnetic dipole moment for loop can be defined.

Ju = I.N.A

so the turning moment I (torque)

T = Ju x B [N-m]



Magnetic dipole moment

(5) Exercise 2

[I=1.2A N= 100 tuns

$$= 1.2 \cdot 100 \cdot 0.3 \cdot 0.4 \cdot \left\{ \begin{array}{c} (06 \ 60^{\circ}) \\ \\ \\ \\ \\ \\ \\ \end{array} \right\} \frac{1}{2}$$

$$\widetilde{\mathbb{B}} = \left\{ \begin{array}{c} 0.8 \\ 0 \end{array} \right\}$$

Juning moment

= $|.2.|\infty.0.12.[-\frac{1}{2}].0.8.\hat{y} \approx -10\hat{y}[N.m]$

$$T = \overline{M} \times \overline{B} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ Mx & \text{oly} & Mz \end{vmatrix} = \begin{vmatrix} Mx & 0 & Mz \\ Bx & By & Bz \end{vmatrix} = \begin{vmatrix} Mx & 0 & Mz \\ 0 & 0 \end{vmatrix} = \begin{cases} 0 & Mz \cdot Bx \\ 0 & 0 \end{vmatrix}$$