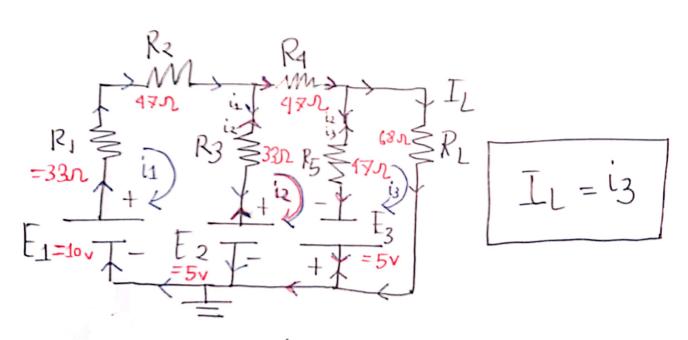
Lab-5 (Superaposition)
Theorem)

$$R_1 = 330$$
, $R_2 = 470$, $R_3 = 330$, $R_4 = 470$.
 $R_5 = 470$, $R_1 = 680$.



Applying Kul at mesh 1;

$$10 - 33i_1 - 47i_1 - (i_1 - i_2) 33 - 5 = 0$$

$$-33i_1-47i_1-33i_1+33i_2=0$$

2

Applying Kul at mesh 2;

$$5 - (i_2 - i_1)33 - 47i_2 - 47(i_2 - i_3) + 5 = 0$$

$$=) 10 - 33i_2 + 33i_1 - 47i_2 - 47i_2 + 47i_3 = 0$$

$$=) 10 = -33i_1 + 127i_2 - 47i_3$$

Applying Kul al mesh 3;

$$-5 - (i3 - i2)47 - 68IL = 0$$

$$=)$$
 - 5 - 4713 + 4712 - 6813 = 0

$$=)$$
 -5 -115 i3 +47 i2 =0

$$=)$$
 $-5 = -47iz + 115iz - (111)$

Solving eaudion (1), (11) and (11) we will get,

11 = 0.0722 A

= 0.0735X1000 A

= 72.265mA

iz= 0.09537A=0.09593×1000A

= 95.93 MA

13 = -0.004 2688 A = 0.004 2688 X1000 A

= -4.268 mA

Herre IL=13 So,

IL = -4.268mA.

Applying KUL at mesh 1; 10 - 33i1 - 47i1 - (i1-i2)33 = 0) 10 = 113 i₁ - 33 i₂ _ Applying kul al mesh 2; -(iz-i1)33 -47(iz-i3)=0 $=)0=-33i_1+127i_2-47i_3$ Applying for 1 at mesh 3 - (13 -i2) 47 - 68 I 1 = 0 -4712 + 11513 <

$$i_3 = IL_1 = 0.01215A$$

= 12.16.mA

Rn R4

A70.

R1
$$470$$

A70.

R2 470

R3. 2

R3. 2

R3. 2

R2 470

R1 2

R2 2

R3. 2

R2 2

R2 2

R3. 2

R2 2

R2 2

R2 2

R3. 2

R2 2

R4 2

R2 2

Applying KVL of mesh 2;

$$5-33(i_2-i_1)-47i_2-47(i_2-i_3)=0$$
=) $5-33i_2+33i_1-47i_2-47i_2+47i_3=-5$
=) $33i_1-127i_2+47i_3=-5$
(11)

Applying KVL of mesh 3;
=) $47(i_3-i_2)-(8i_3=0)$
on, $0=-47i_2+115i_3$ (111)

Solving equation (1), (11) and (111)

we get
 $i_1=-0.0337.15A=33.71mB$
 $i_2=0.0360639.A=36.063mA$

 $i_3 = IL_2 = 0.014739 A = 14.74 - mA$

7

IL3=13 Applying Kul at Mesh 1, -11311 +3362 = 0 Applying Kul at Mesh 2: (12-11) 33 - 4 x îz - (12-13) 47 +5=0 $5 = -33i_1 + 127i_2 - 47i_3$ (11) Applying kul at Mesh 3. -5 = -4xi2 +115i3

Solving equation (1), (11) and (111) we get,

$$11 = 0.0087964 A = 8.797mA$$
 $12 = 0.00121 A = 30.13mA$

$$Il_3 = i_3 = -0.0311678A = -31.17mH$$

NOW,

supercposition Theorem we all know,

$$I_L = I_{L_1} + I_{L_2} + I_{L_3}$$
on, $-4.268 = 12.16 + 14.74 + (-31.17)$
on, $-4.268 = -4.268$

Shoot