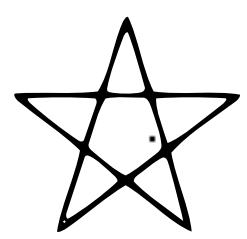
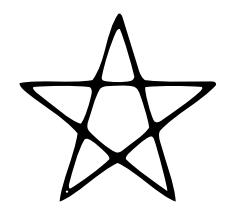


# Voltage and Current Sources



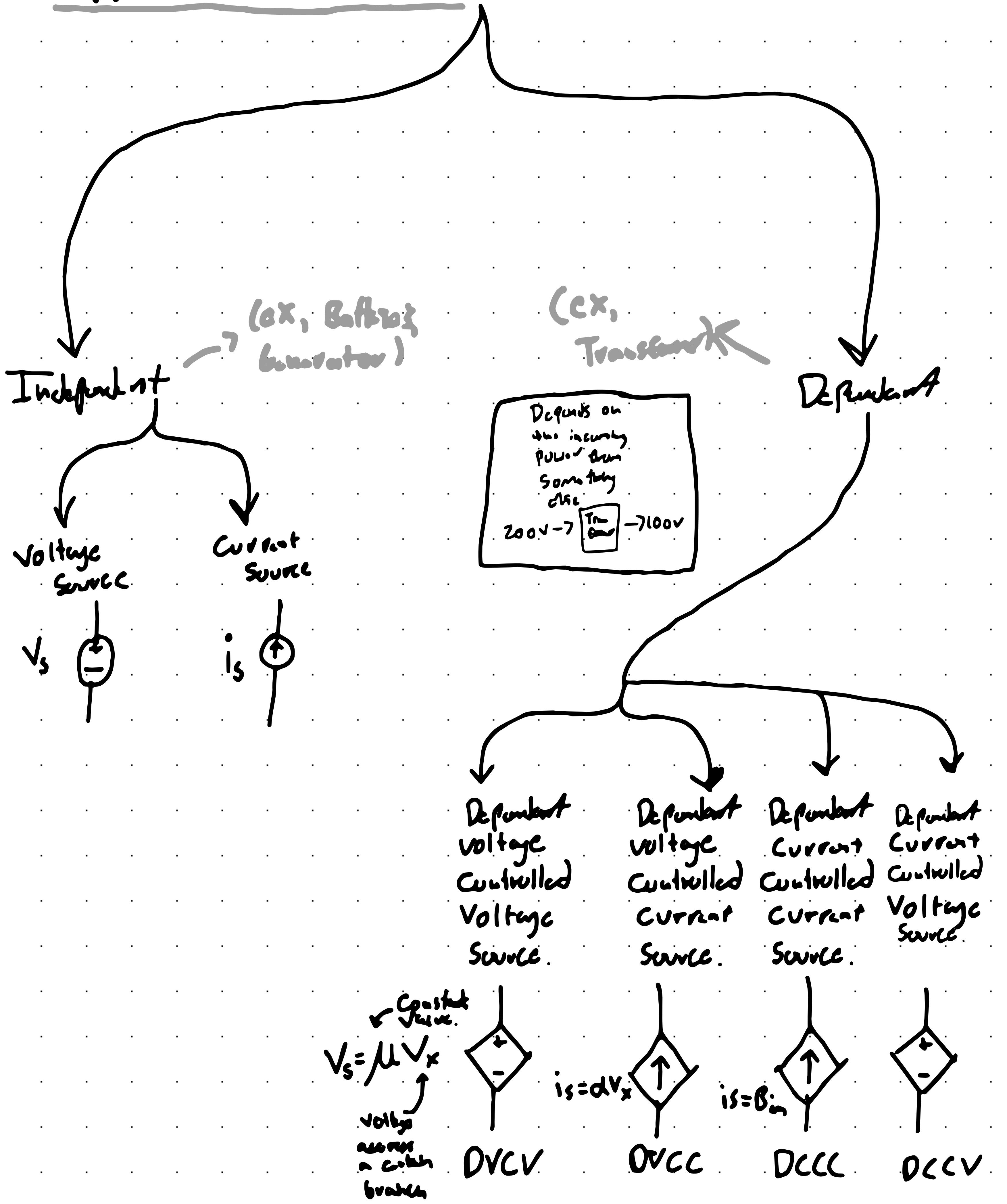
Ideal Voltage Source: is a circuit element that maintains a prescribed voltage across its terminals regardless of the current flowing in these terminals.



Ideal Current Source: is a circuit element that maintains a prescribed current through its terminals regardless of the voltage across these terminals.

- Active Circuit elements generate power
- Passive Circuit elements absorb power  
(i.e., Resistor)

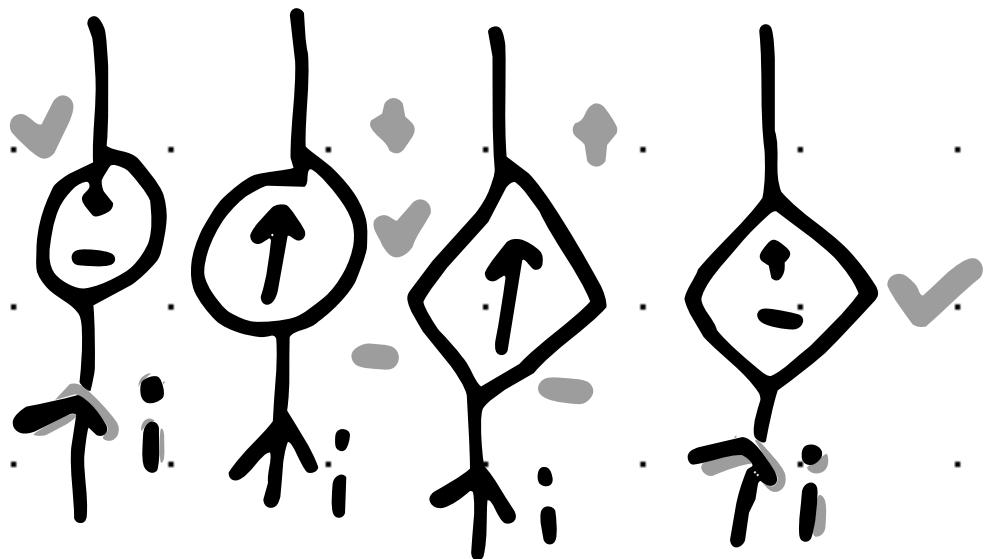
# Types of Sources



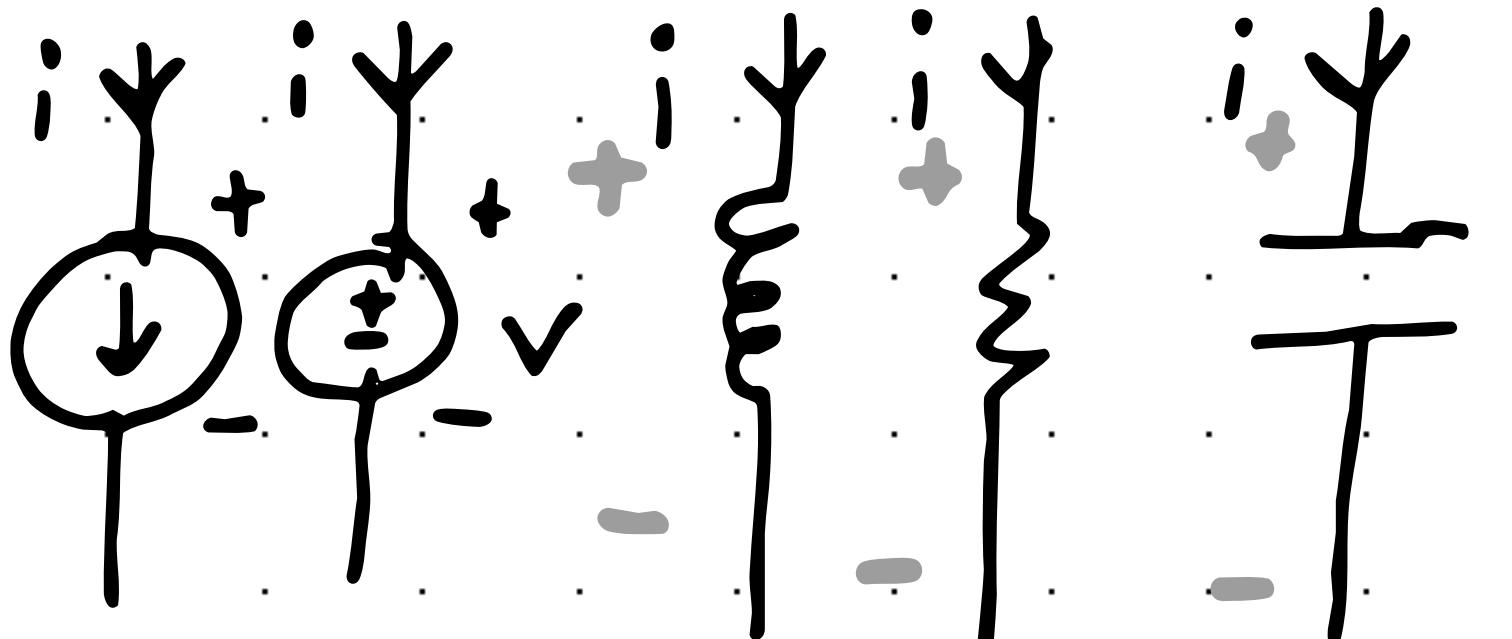
The Current flows from  $-$  to  $+$

Types of elements in any circuit

Active



The current flows from  $-$  to  $+$



Dep/ Comp by Batteries

Inductor Resistor capacitor

The current flows from  $+$  to  $-$

The power is generated

The power is absorbed.

$$P = -Vi$$

Batteries can be either  
or!  
Depend on  
Comp by, or  
not.

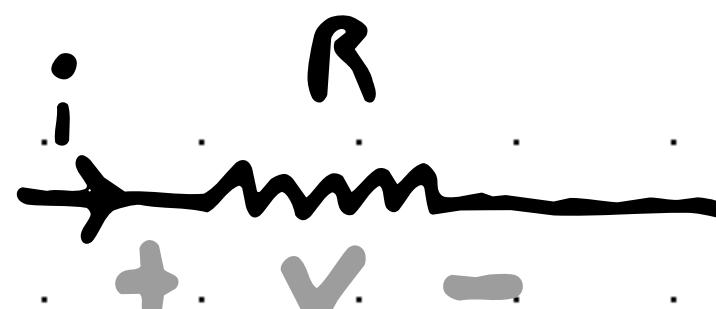
$$P = Vi$$

# Ohm's Law

Ohm did a bunch of cool experiments with volts, to discover Resistance!

Voltage vs. what we call know as...

$$\underline{V=IR}$$

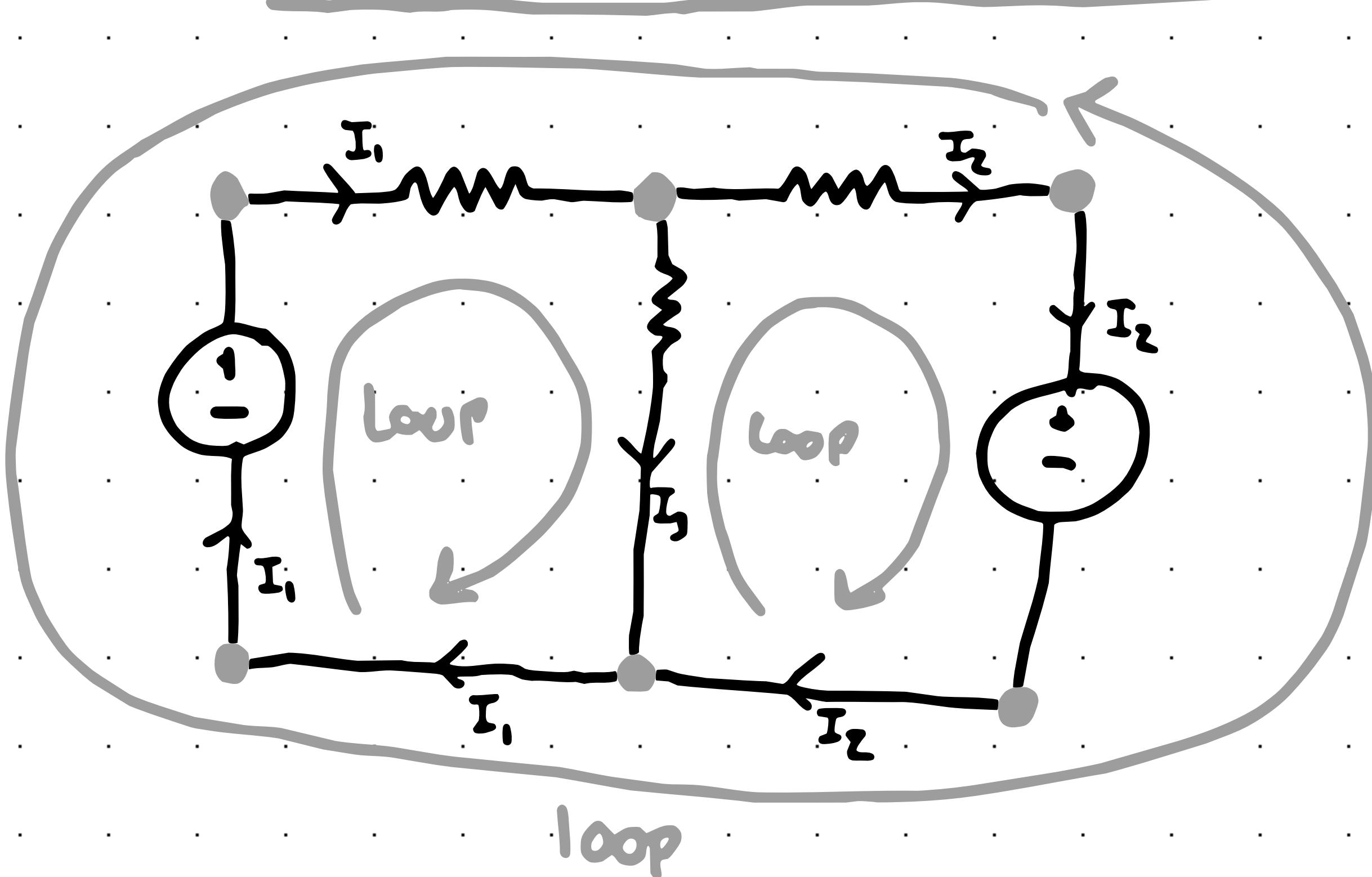


R: Resistance  $\rightarrow$  Unit Ohms ( $\Omega$ )

$\frac{1}{R} = G$ : Conductance  $\rightarrow$  Unit Siemens (S)  
mhos ( $\mathcal{T}$ )

# Kirchoff's Laws

## a) Kirchoff's Current laws (KCL)



$$\sum I = 0$$

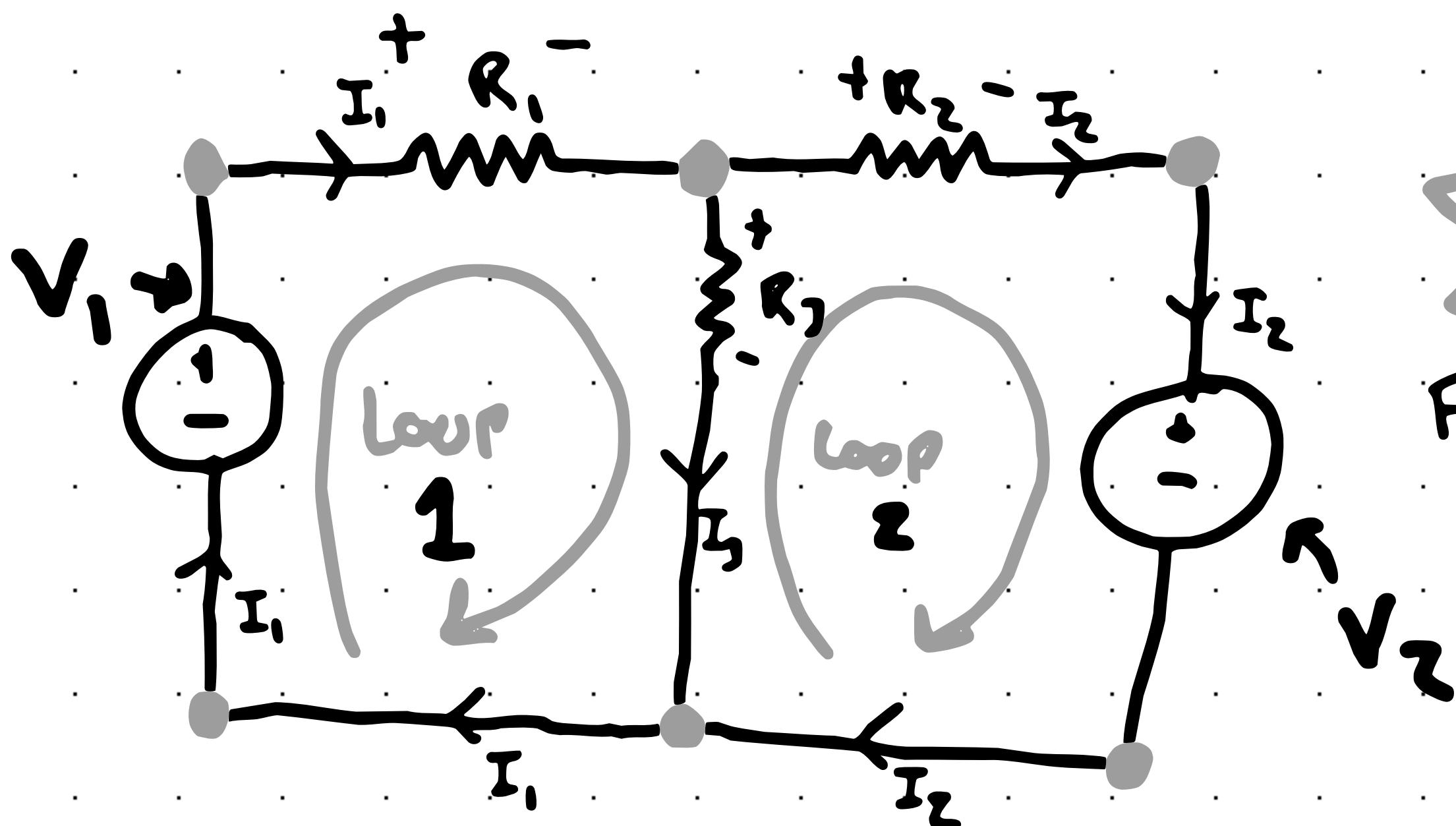
At each node!

Let's assume the current entering the node is positive, and the current leaving is negative

i.e., The sum of all currents going in is equal to the sum of all currents going out!

$$I_1 - I_2 - I_3 = 0$$

## b) Kirchhoff's Voltage laws (KCL)



$$\sum V = 0$$

For each loop

It doesn't matter in which direction you travel around the loop, but be consistent!

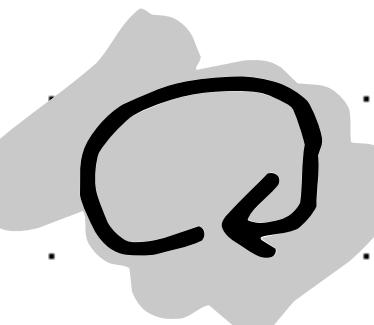
### Loop One

$$+V_1 - I_1 R_1 - I_3 R_3 = 0$$

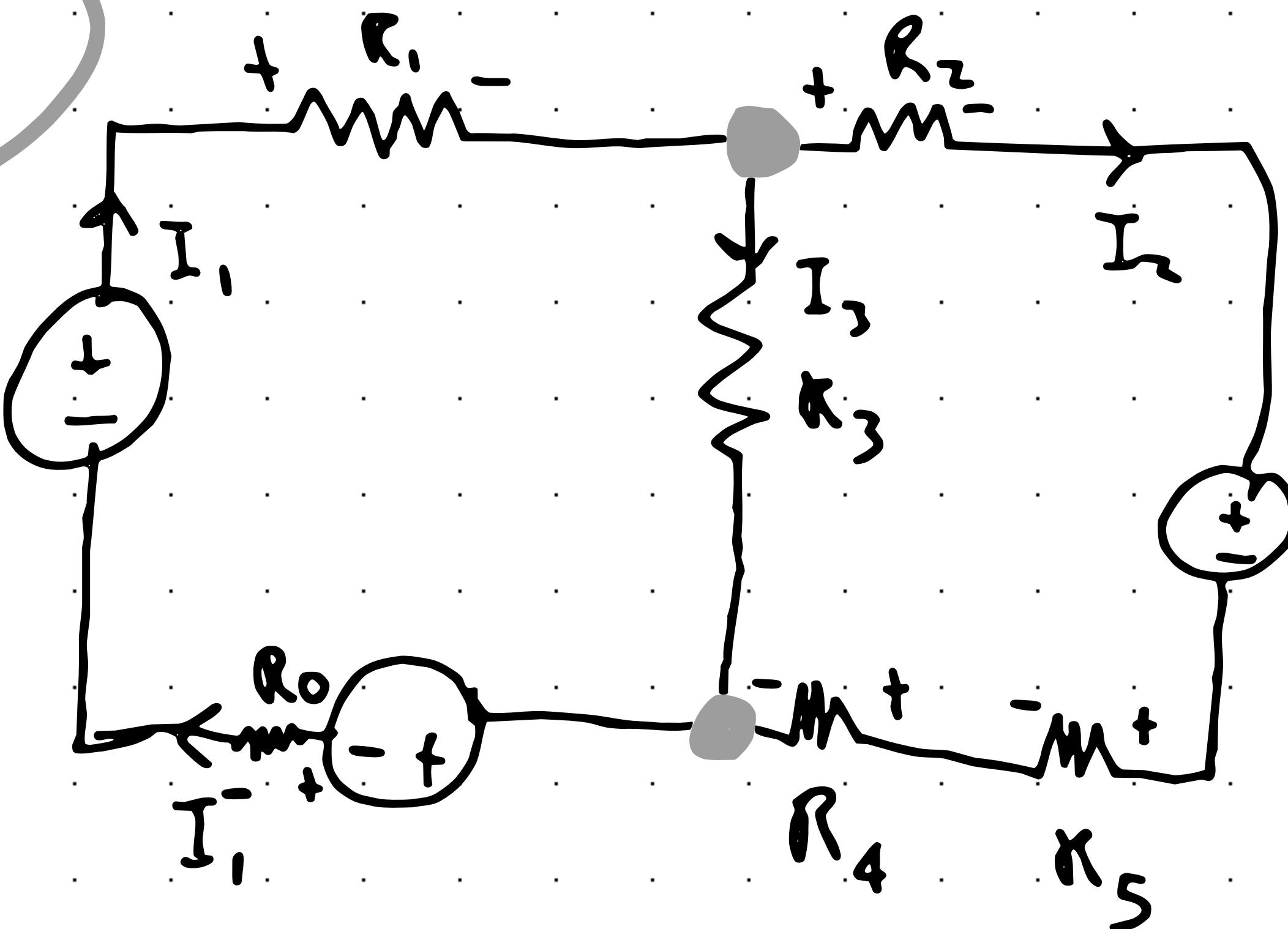


### Loop Two

$$-I_2 R_2 + I_3 R_3 - V_2 = 0$$



Ex:



$$\sum I = 0$$

$$I_1 - I_2 - I_3 = 0$$

Node 1

$$\sum V = 0$$

loop ①

$$-V_3 - I_1 R_0 + V_1 - I_1 R_1 - I_3 R_3 = 0$$

$$\sum V = 0$$

loop ②

$$-I_2 R_4 + I_3 R_3 - I_2 R_2 - V_2 - I_2 R_5 = 0$$

Ans