```
//state
public double pressure;
                           //p //pascals
public double temperature; //t //kalvin
public double volume;
                           //v //M^3/kg
public double internal energy; //u //J/kg
public double entropy;
                           //s //J/kgK
public double enthalpy;
                           //h //J/kg
public double quality;
                          //q //%
//static properties of system
public double mass = 1; //kg
public double radius = 0.05; //M
//public double surfacearea = Math.Pow(3.141592*radius,2.0); //M^2 //hardcoded answer below
public double surfacearea = 0.024674011; //M^2 //hardcoded answer to eqn above
public double surfacearea insqr = 38.2447935395871; //in^2 //hardcoded conversion from m^2 to in^2
//assume starting/ending point consistent for whole API!
public void add heat constant p(double j) //TODO: implement iteration step
 //no difference between regions
 //default guess
 double new v = volume;
                                  use h2 = h1 + Q*time
 double new u = internal energy;
 //ITERATE TO SOLVE
                            not necessary to iterate! :)
  new v = ThermoMath.v given pu(pressure,new u);
  new u = internal energy + (j/mass) - pressure*(new v-volume);
 //at this point, we have enough internal state to derive the rest
 volume = new v;
 internal energy = new u;
 temperature = ThermoMath.t given pv(pressure, volume);
 enthalpy = ThermoMath.h given pu(pressure, internal energy); use 95: enthalpy(rho, T)
 entropy = ThermoMath.s given pu(pressure, internalenergy);
                                                                 use 95: entropy(rho,T)
 transform to state();
Scenario 2
public void add heat constant v(double j)
 //no difference between regions
 double new u = internal energy + (j/mass);
 //at this point, we have enough internal state to derive the rest
 internal energy = new u;
 pressure = ThermoMath.p given vu(volume, internalenergy);
 temperature = ThermoMath.t given pv(pressure, volume);
 enthalpy = ThermoMath.h given pu(pressure,internalenergy); use 95: enthalpy(rho,T)
 entropy = ThermoMath.s given pu(pressure, internalenergy); use 95: entropy(rho, T)
 transform to state();
```

```
public void add pressure insulated(double p, bool insulated) //TODO: implement iteration
 Scenario 7
  int region = ThermoMath.region given pvt(pressure,volume,temperature);
  switch(region)
   case 0: //subcooled liquid
    //default guess
    double new t = temperature;
    double new u = internal energy;
    double new p = pressure+p; //no significant change to other variables!
    //TODO: ITERATE TO SOLVE
                                                          Ignore this case - no significant change of state
    new t = ThermoMath.t given pu(new p, new u);
    new u = ThermoMath.u given pt(new p, new t);
    //at this point, we have enough internal state to derive the rest
    pressure = new p;
    temperature = new t;
    internalenergy = new u;
    volume = ThermoMath.v given pt(pressure, temperature);
    enthalpy = ThermoMath.h given pu(pressure,internalenergy);
    entropy = ThermoMath.s given pu(pressure, internalenergy);
   break;
   case 1: //two-phase region
    //IGNORE BECAUSE UNSURE HOW TO CALCULATE!
   break:
   case 2: //superheated vapor
    //default guess
    double new u = internal energy;
    double new_v = volume;
    double new p = pressure+p; //no significant change to other variables!
    //TODO: ITERATE TO SOLVE
                                                                            fix k = 1.27
     //new u = internal energy-pressure volume^k/(k-1) (volume v^{(1-k)}); //variable insulation
//TODO: if you want to implement variable insulation, change "insulated" from bool to float, then use this equ
(and obv alter the calling functions to pass in variable)
     if(insulated)
       new u = internal energy; //unchanged? I got this by subbing k = 1 (sets eqn to u-p*inf*0, which I
interpreted as equal to u-p*0, ie, just u)
      else
       new u = internalenergy-pressure*(volume-new v); //seems coherent?
     new v = ThermoMath.v given pu(new p, new u);
    //at this point, we have enough internal state to derive the rest
    pressure = new p;
    volume = new v;
    internal energy = new u;
    temperature = ThermoMath.t given pu(pressure, internalenergy);
```

```
enthalpy = ThermoMath.h_given_pu(pressure,internalenergy);
entropy = ThermoMath.s_given_pu(pressure, internalenergy);
break;
}
transform_to_state();
}
use 95: enthalpy(rho,T)
use 95: entropy(rho,T)
```