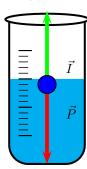


## Princípio de Arquimedes



$$\vec{I} = \vec{P}$$

$$P = m \cdot g$$

$$I=m\cdot g$$

$$\rho = \frac{m}{v} \Leftrightarrow m = \rho \cdot v$$

$$I = \rho_{\rm líquido} \cdot v_{\rm esfera} \cdot g \Leftrightarrow \frac{4}{3} \pi r^3 \cdot \rho_{\rm líquido}$$

$$F_v = 6\pi \eta r v$$

$$F_g = 
ho_{
m esfera} \cdot v_{
m esfera} \cdot g \Leftrightarrow rac{4}{3} \pi r^3 
ho_{
m esfera}$$
 
$$F_v + I = F_g$$

$$6\pi\eta rv + \frac{4}{3}\pi r^3 \cdot \rho_{\text{líquido}} = \frac{4}{3}\pi r^3 \rho_{esfera}$$
$$r^2 = \frac{9\eta}{2g(\rho_{\text{esfera}} - \rho_{\text{líquido}})} v_{lim}$$

Diâmetro, d(mm)				
Raio, R(mm)				П
R (m)				
R2 (m)				
Experiência	t (s) t (s) t (s) t (s) t (s) t (s)			
1				
2				
3				
4				
5				
6				
7				
8				
$\langle t \rangle$ (s)				
$\langle v_{lim} \rangle \text{ (m/s)}$				
$\mathscr{R}$				