

Ideal Nozzle Simulation Inputs:

a: 0.05 meter ** 2 / kilogram

n: 0.65

m: -0.2

Oxidiser:

Initial Volume: 0.41 liter

Initial Mass: 0.68 lbs

Injector Mass Flow Rate: 0.026 kilogram / second

Number of Injectors: 1

Ideal O/F Ratio: 4.83

External Temp: 70 degF

Time Step: 0.01 second

Simulation Results:

Total Burn Time: 11.76 second

Impulse: 1197.85 newton * second

Average Thrust: 101.86 newton

Motor: J102

Nozzle Results:

Suggested Throat Diameter: 0.169 inch

Suggested Exit Diameter: 0.383 inch

Suggested Diffuser Length: 0.4 inch

Fuel Grain

Port Length: 13.4 inch

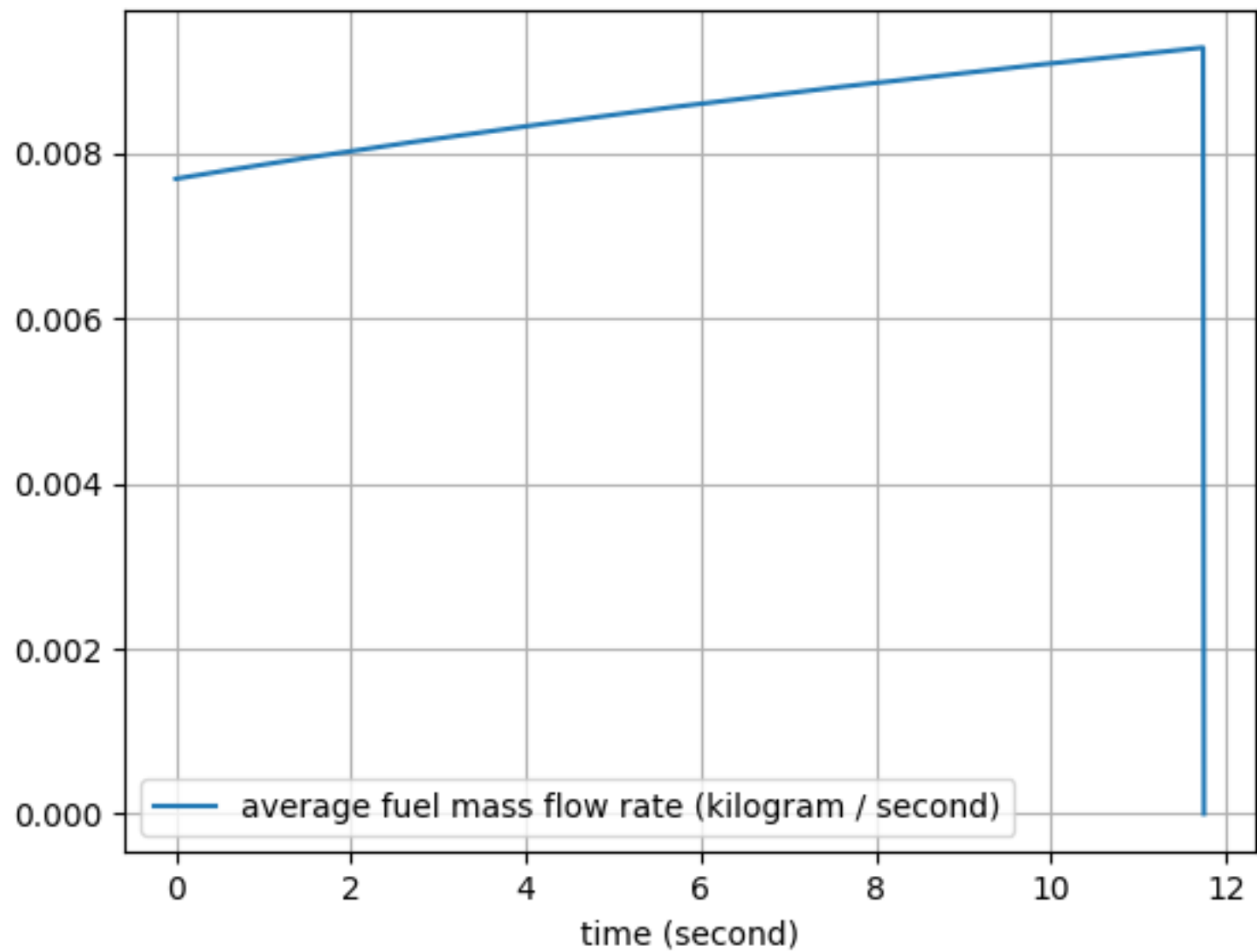
Fuel Density: 3.96 kilogram / meter ** 3

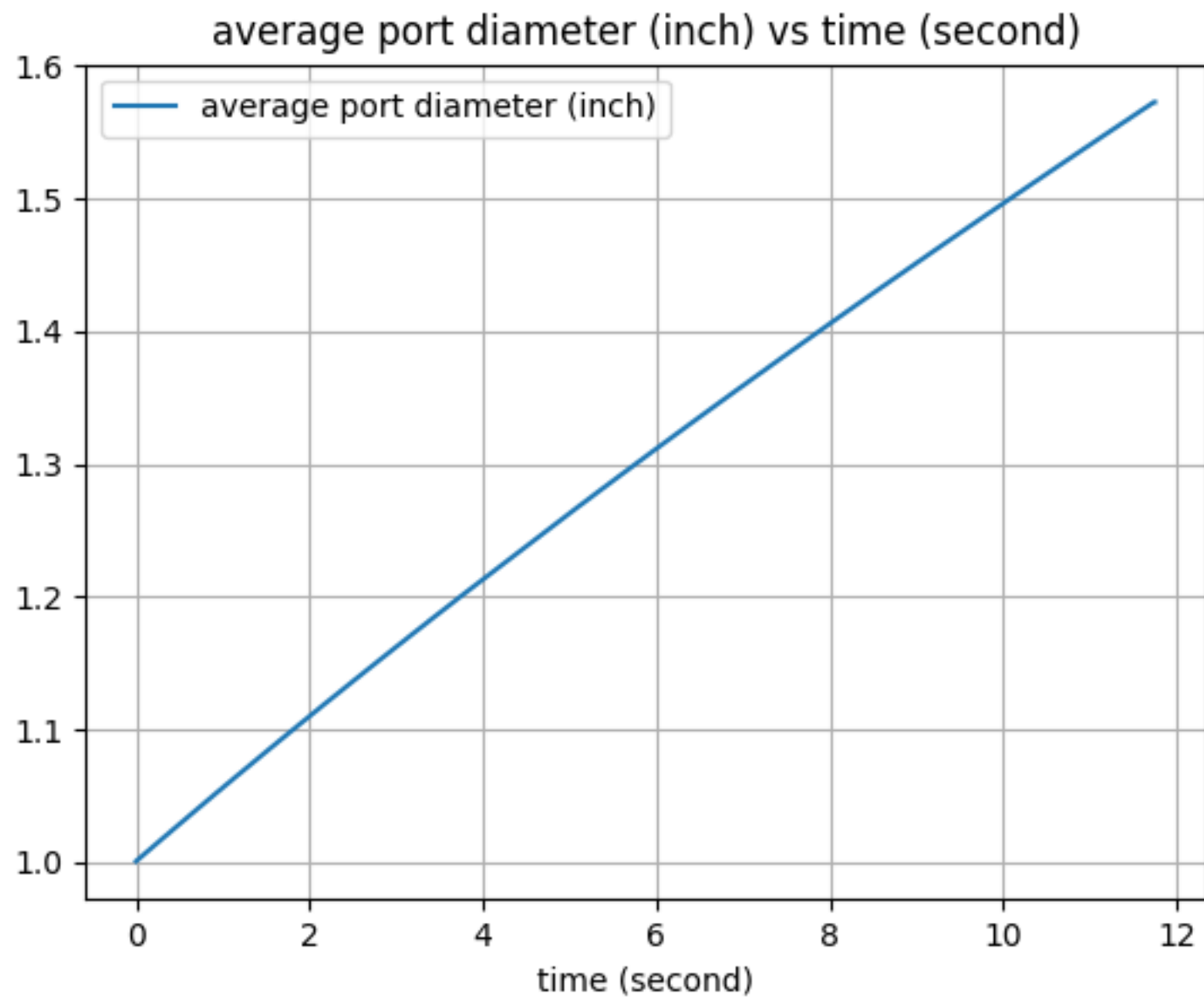
Grain Diameter: 1.75 inch

Initial Port Diameter: 1.0 inch

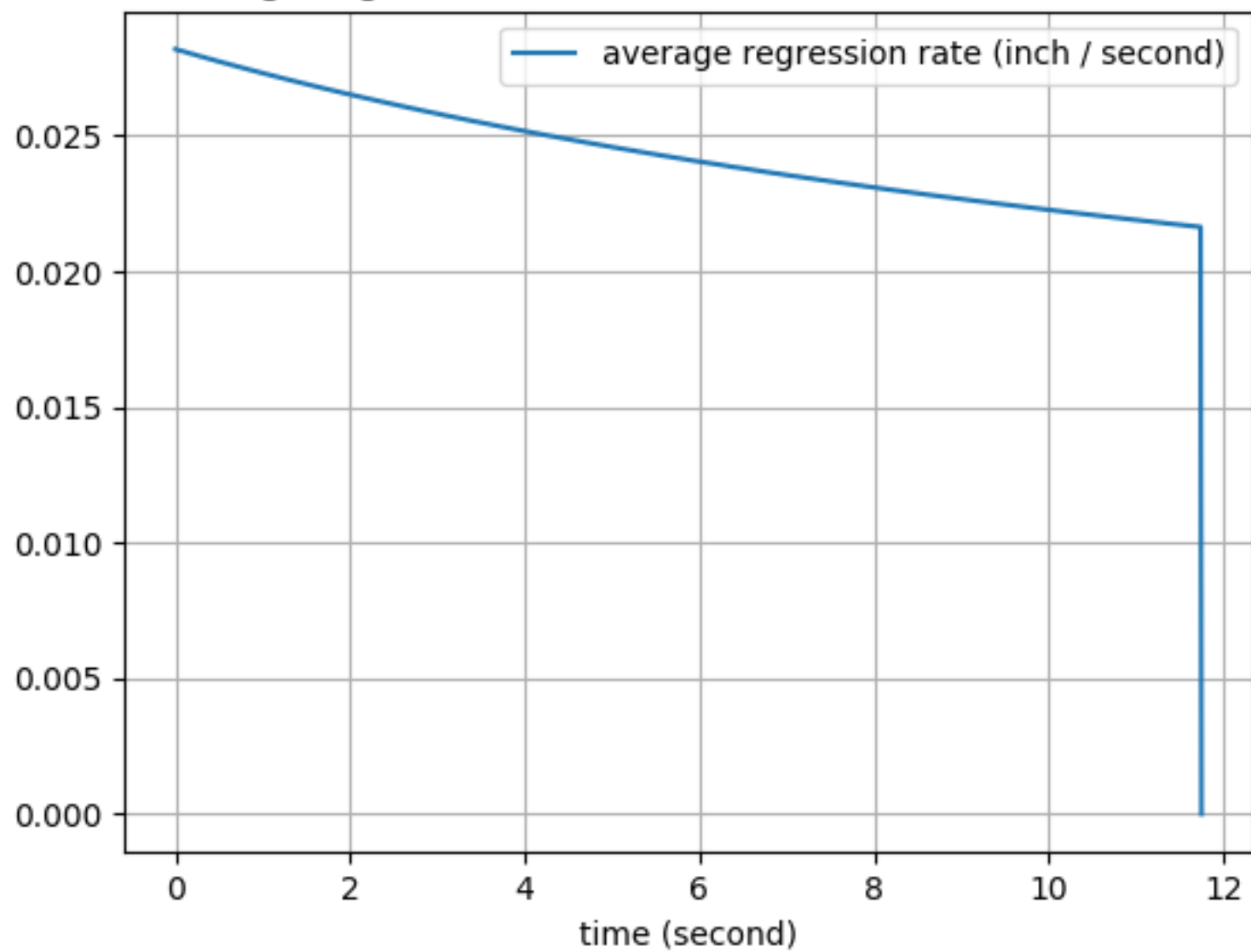
Final Port Diameter: 1.573 inch

average fuel mass flow rate (kilogram / second) vs time (second)

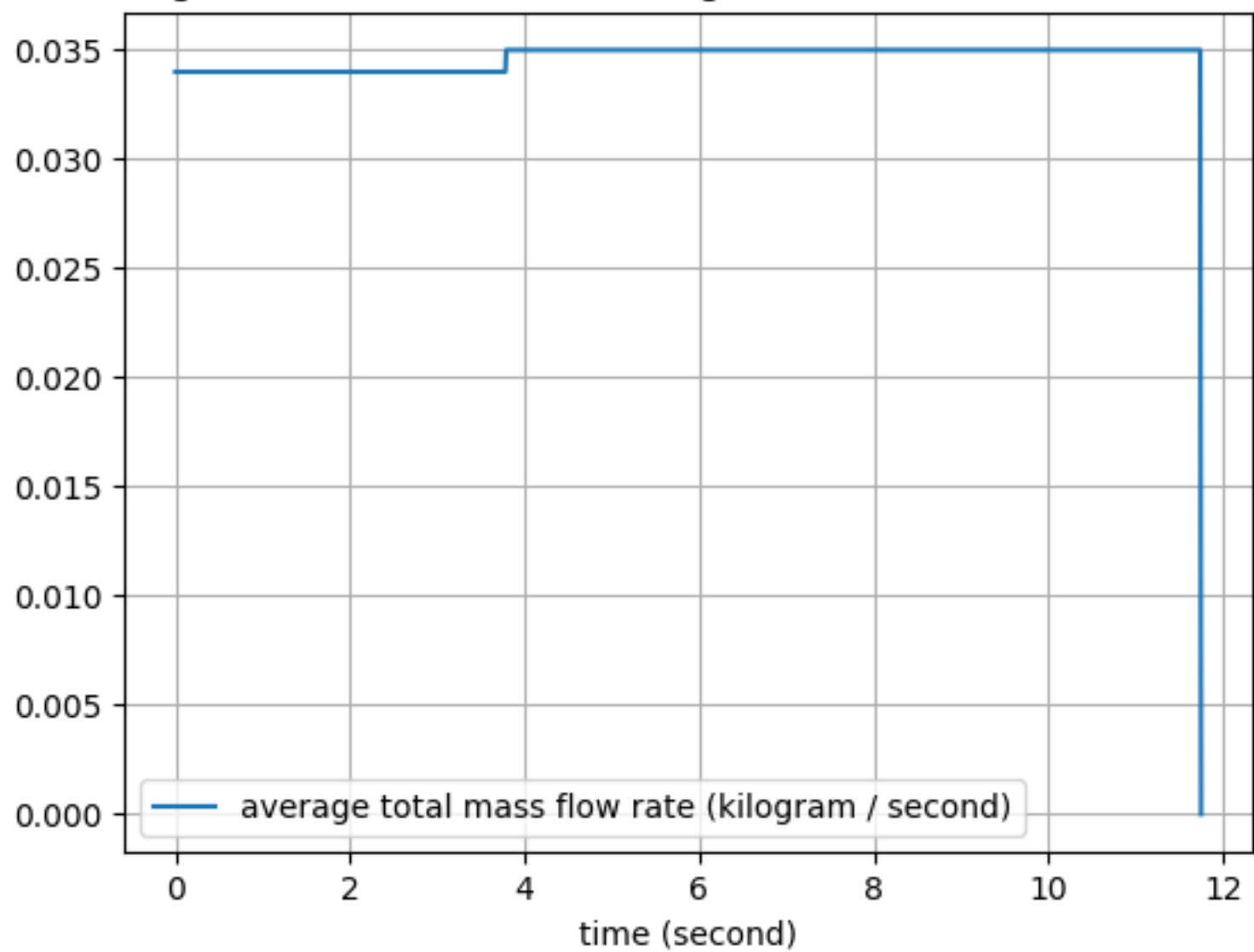




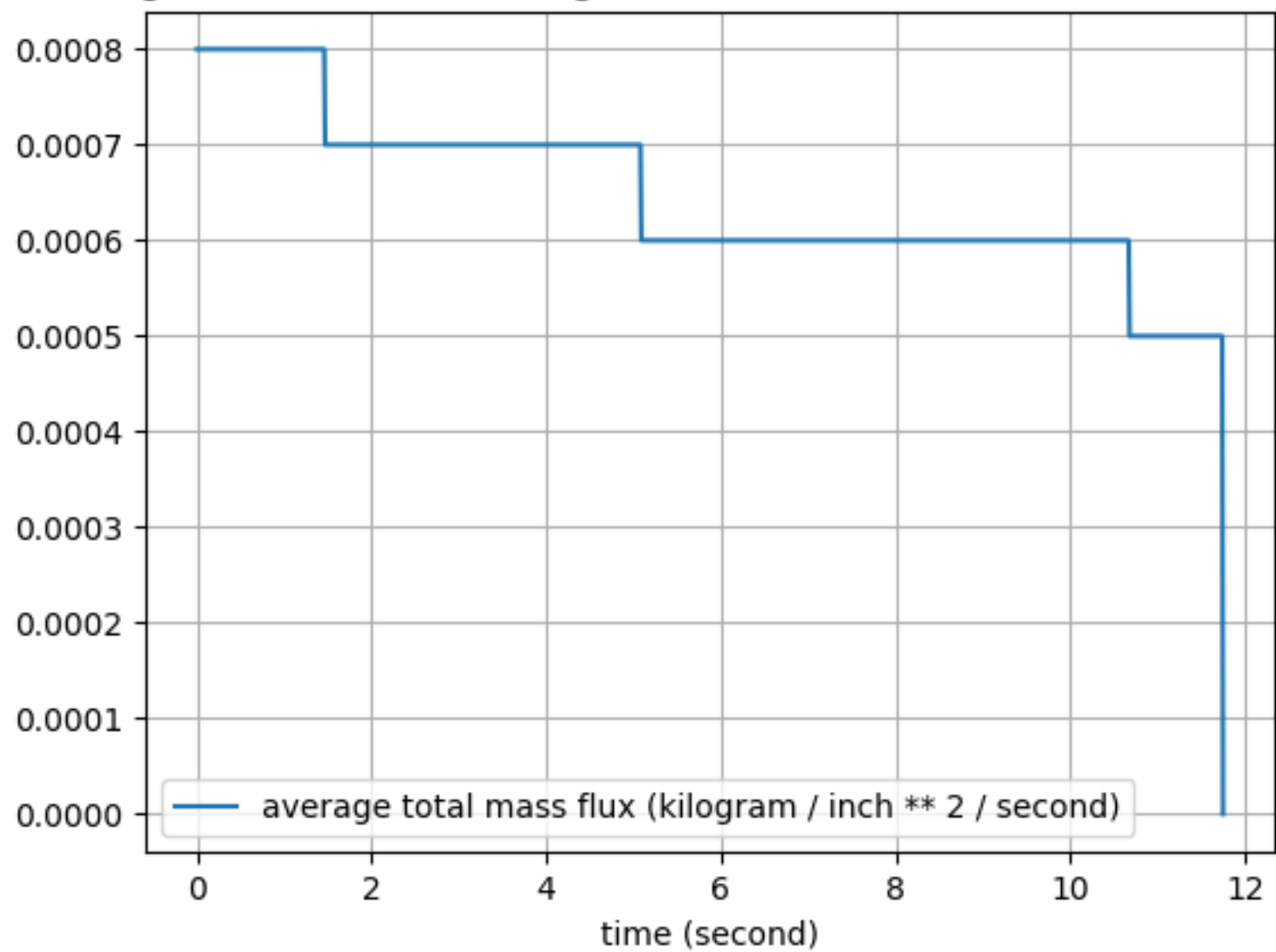
average regression rate (inch / second) vs time (second)



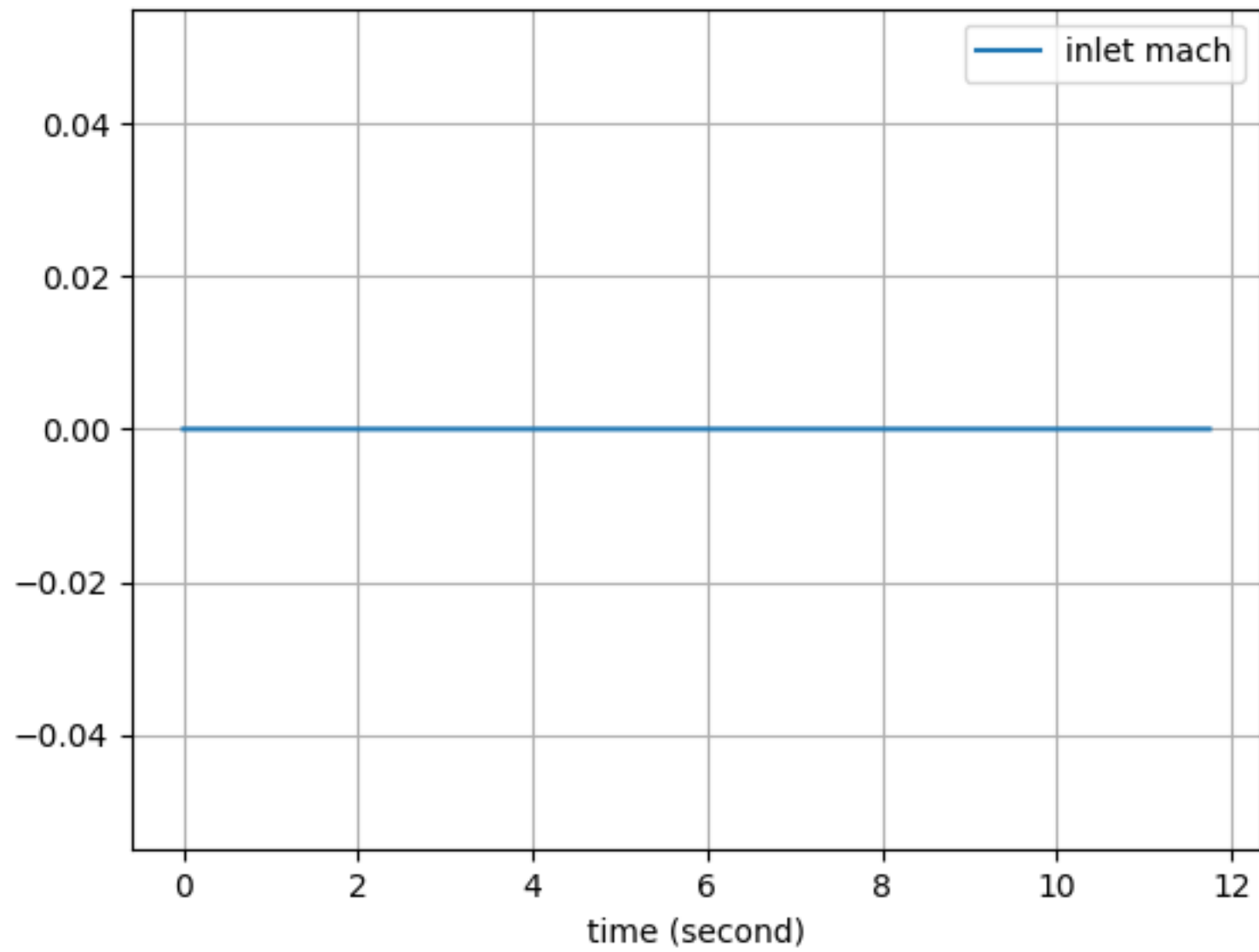
average total mass flow rate (kilogram / second) vs time (second)



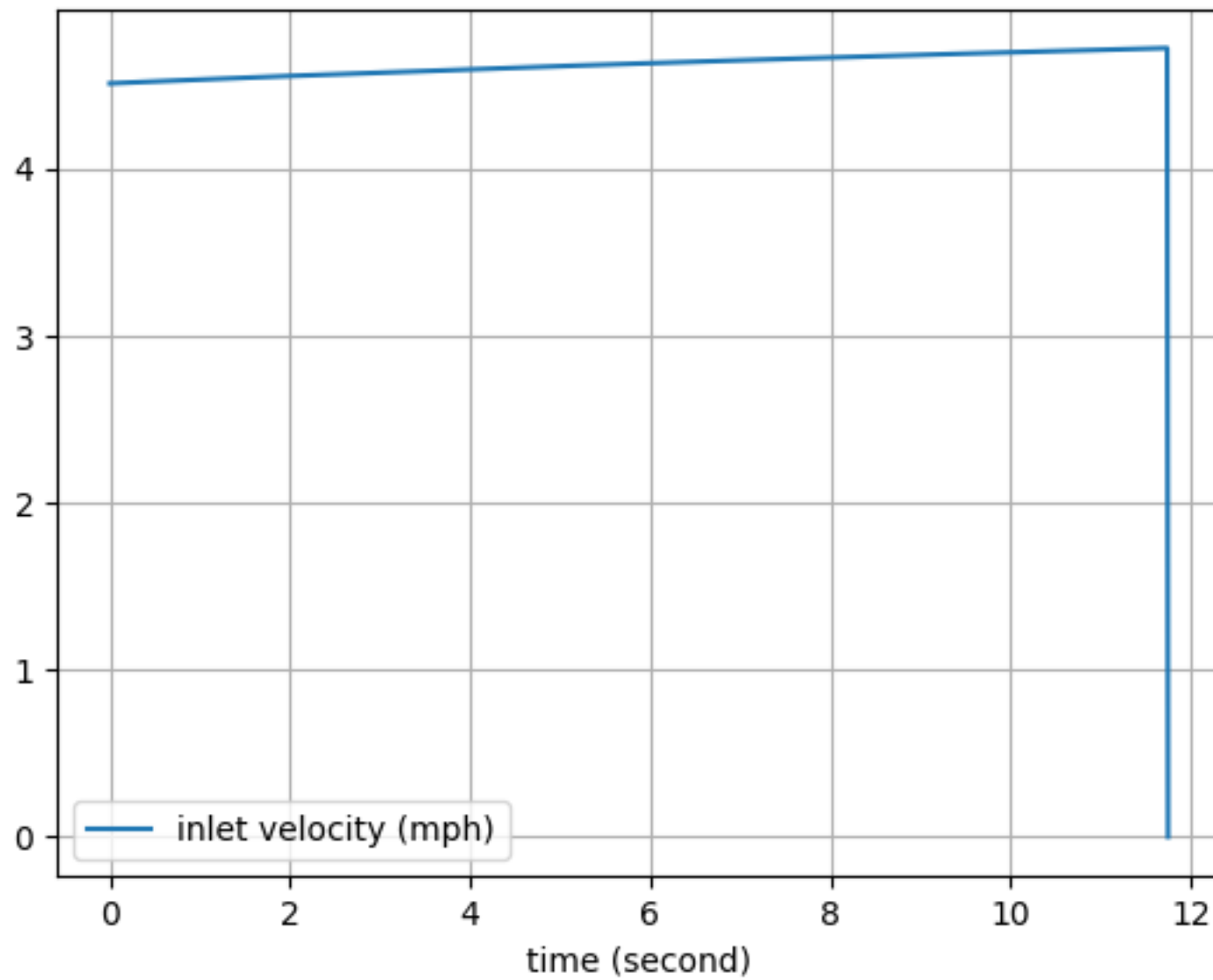
average total mass flux (kilogram / inch ** 2 / second) vs time (second)

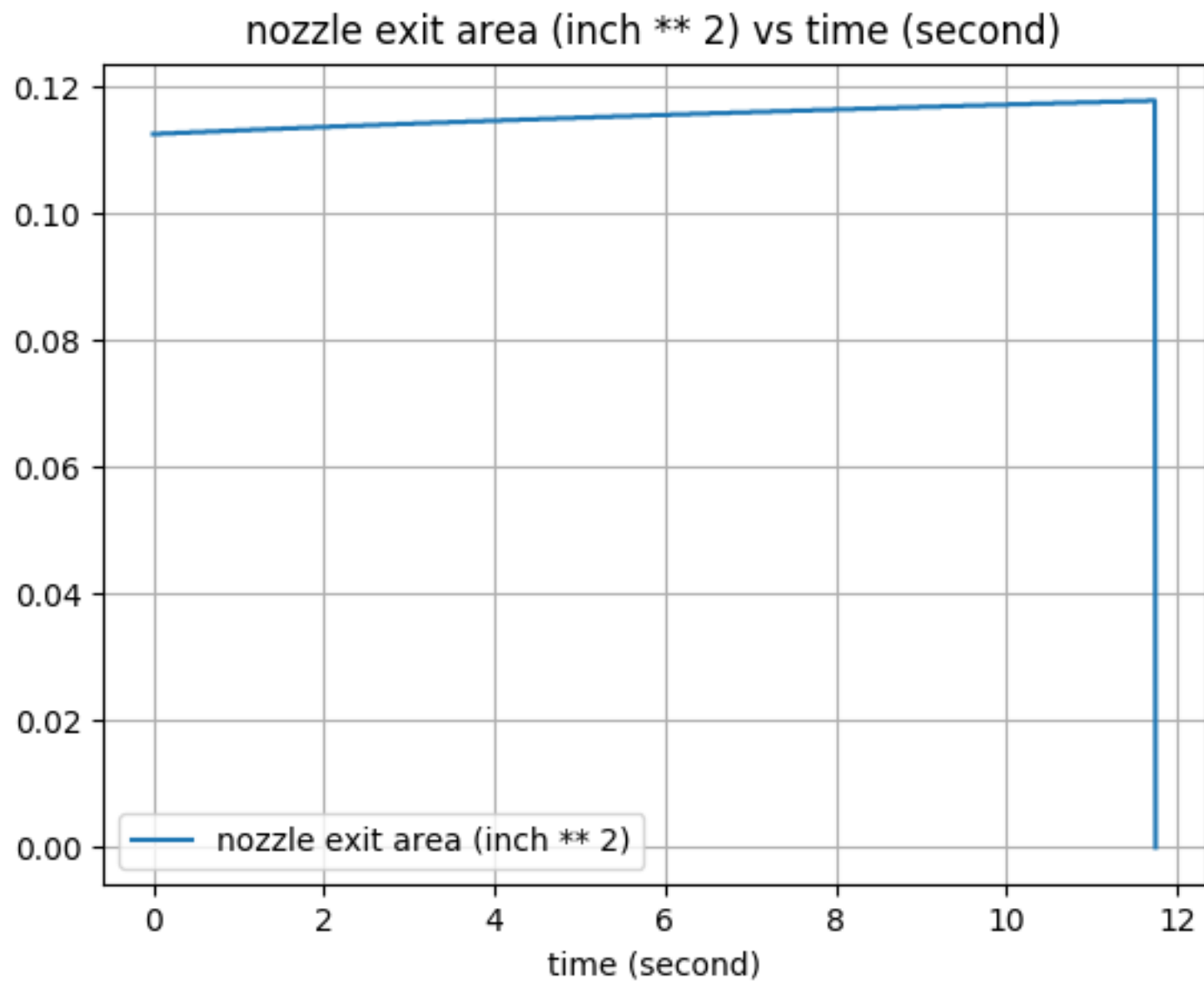


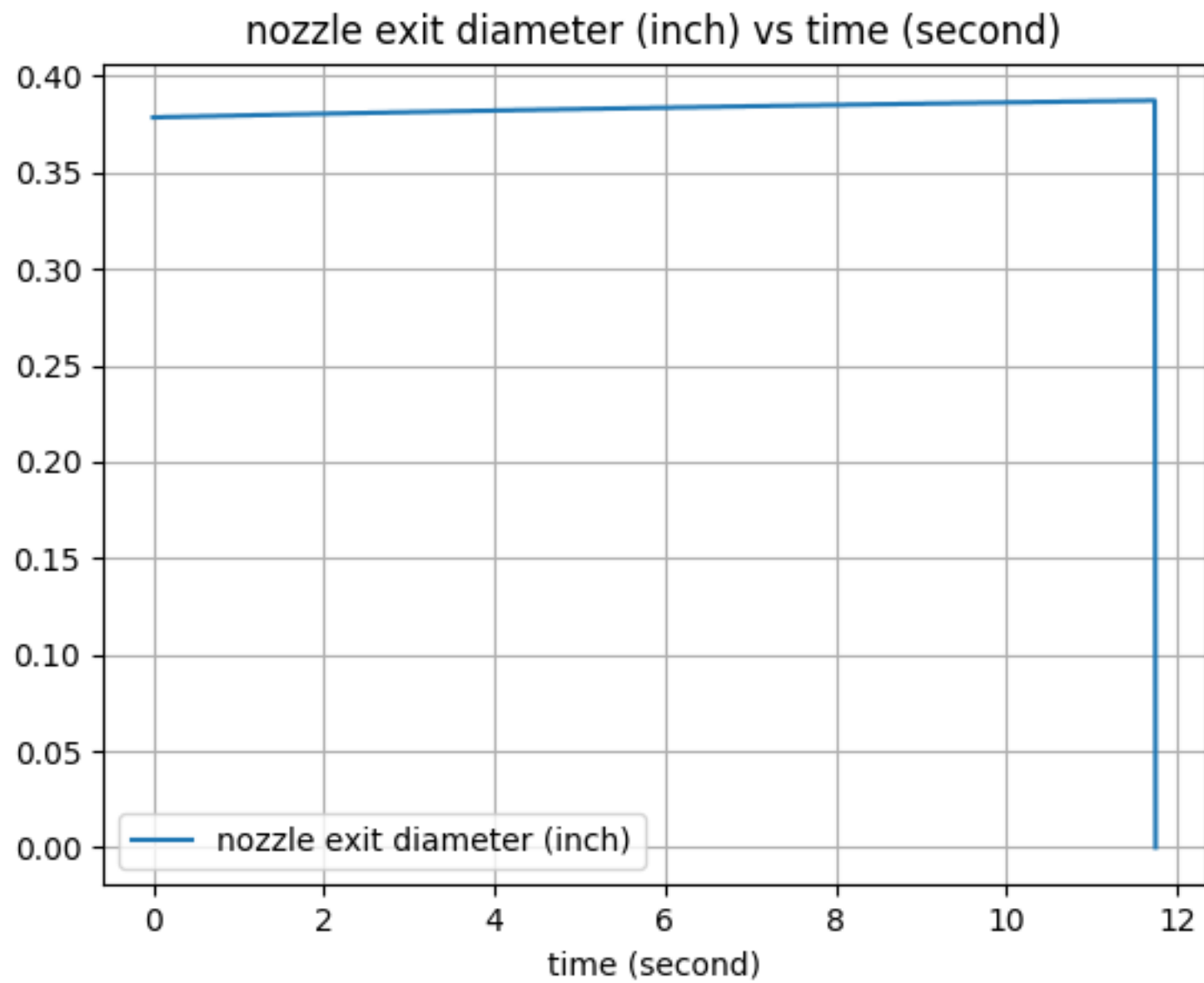
inlet mach vs time (second)



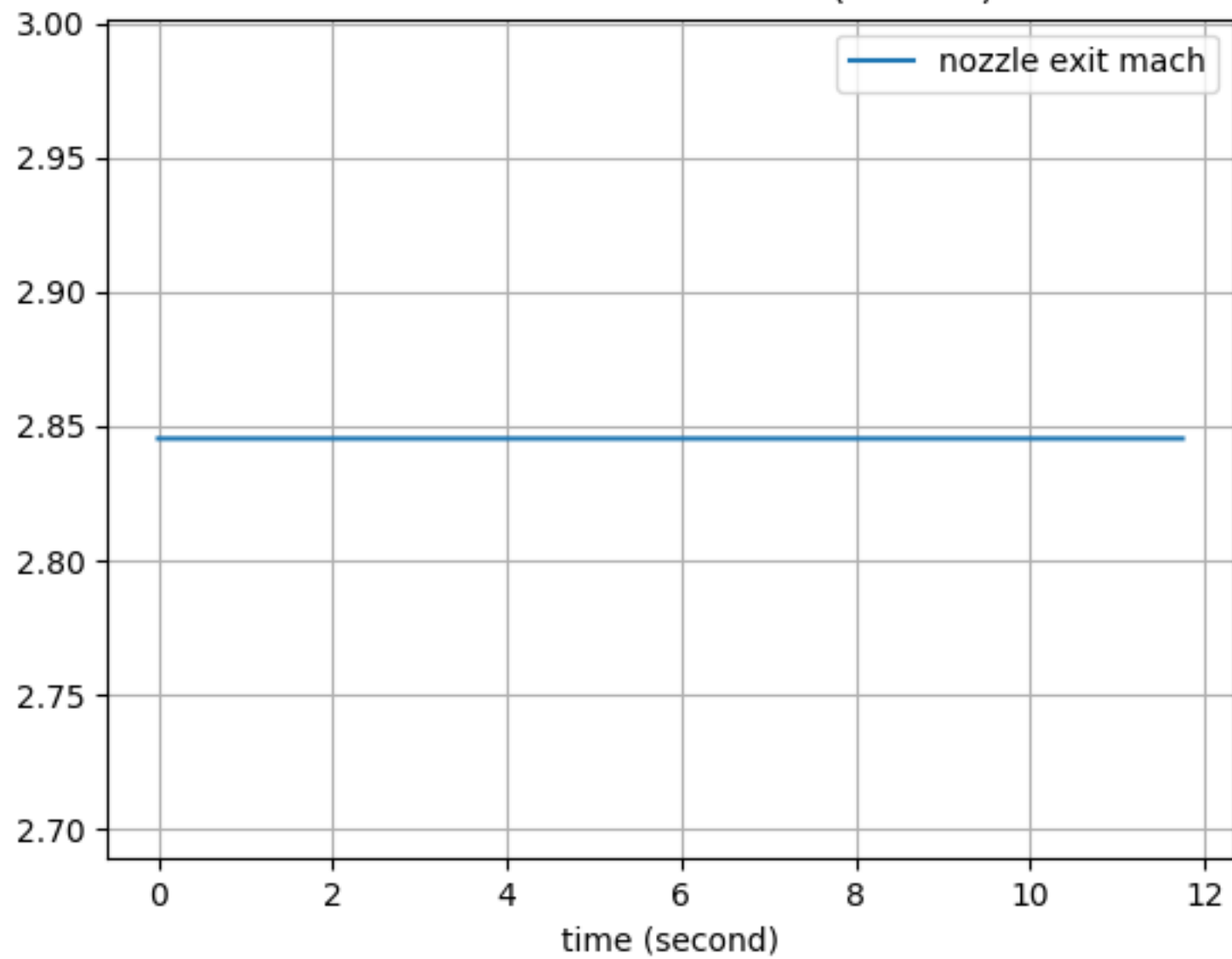
inlet velocity (mph) vs time (second)



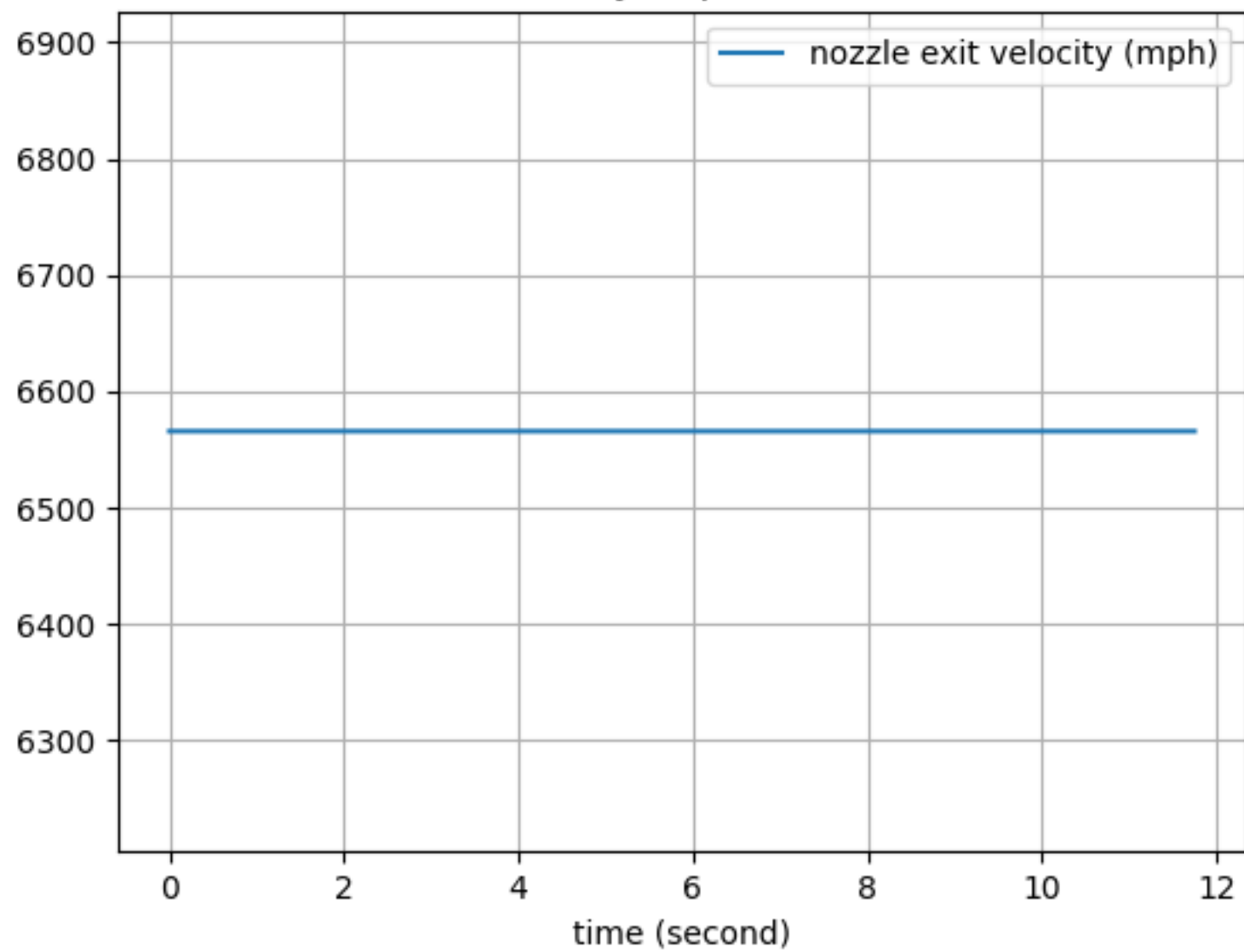


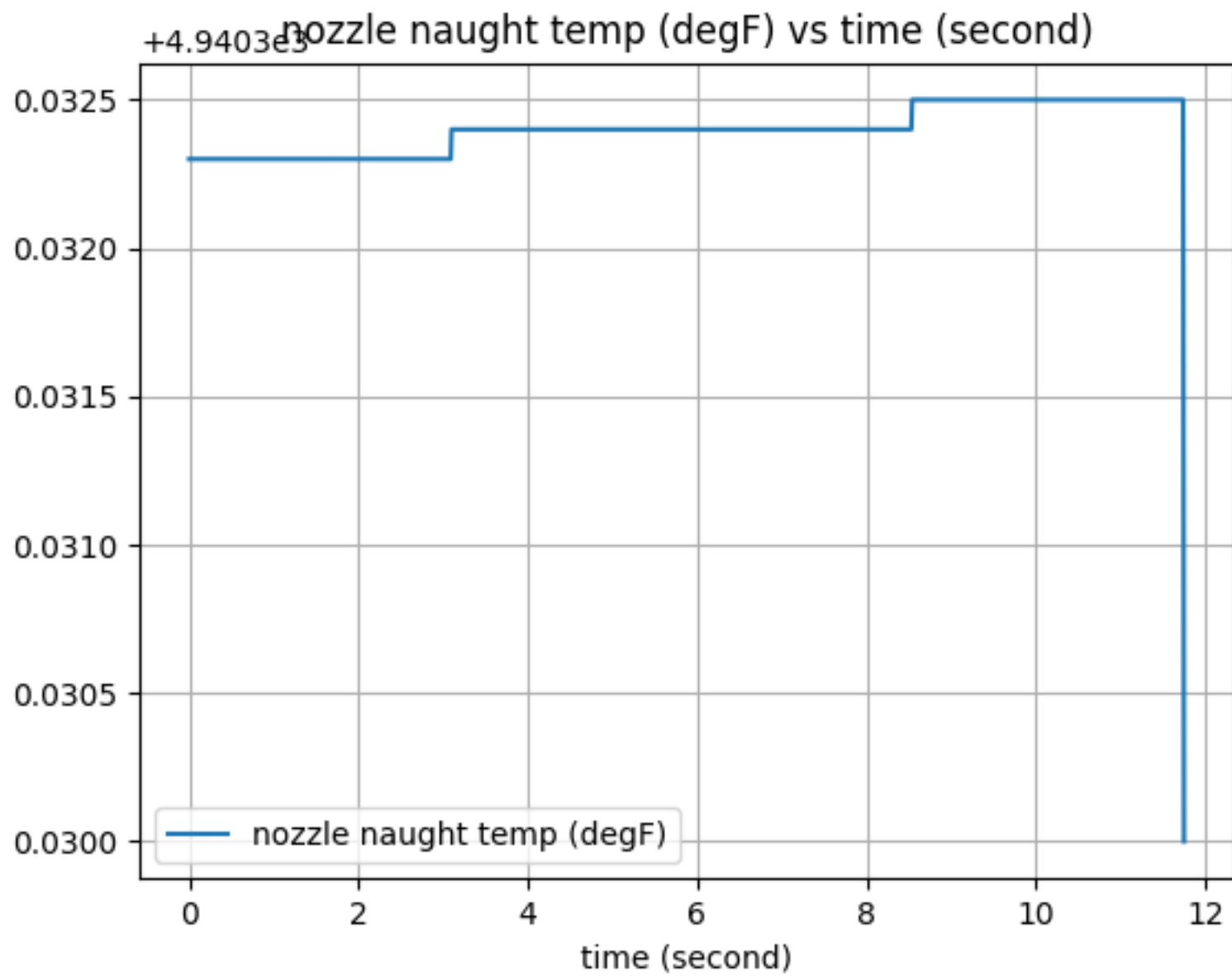


nozzle exit mach vs time (second)

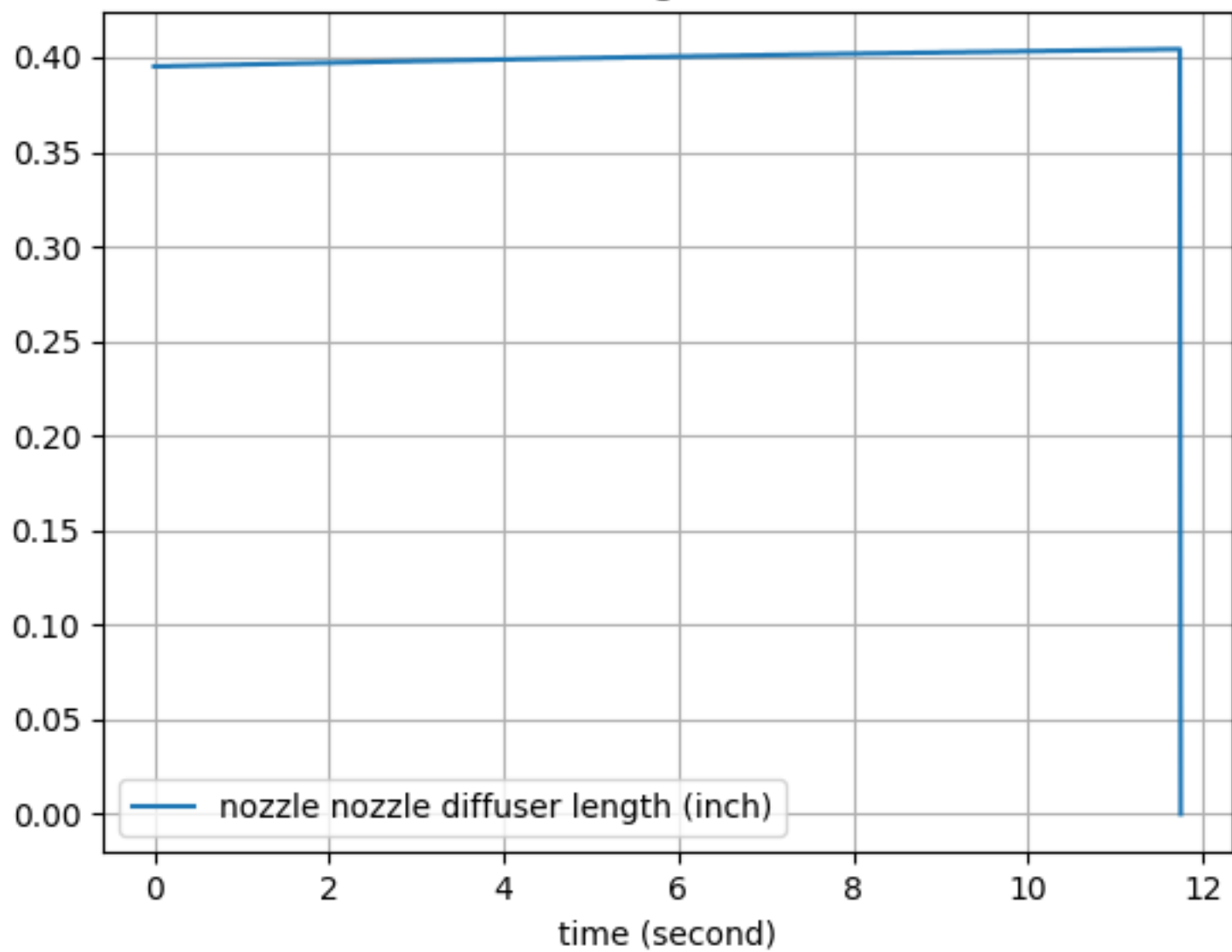


nozzle exit velocity (mph) vs time (second)

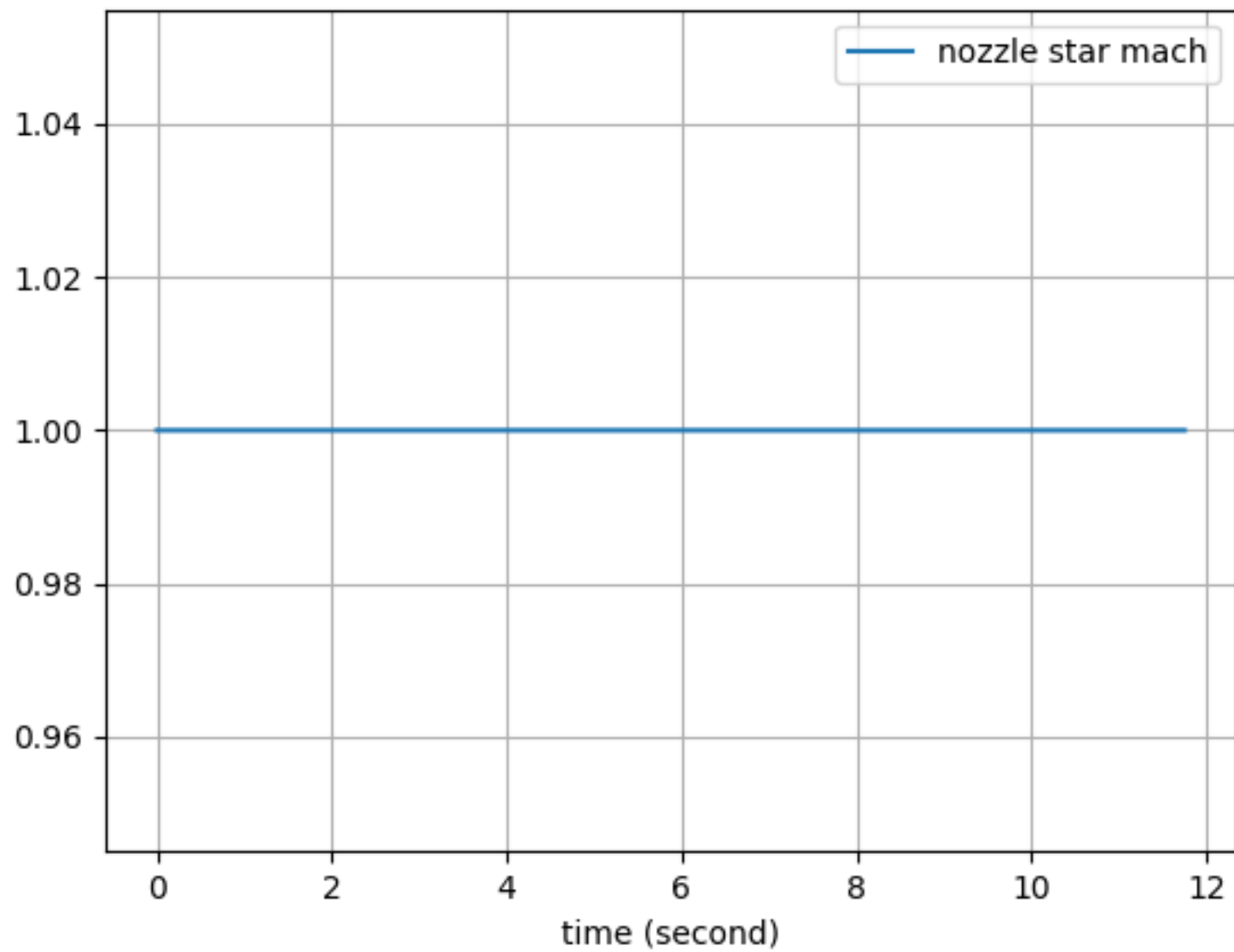




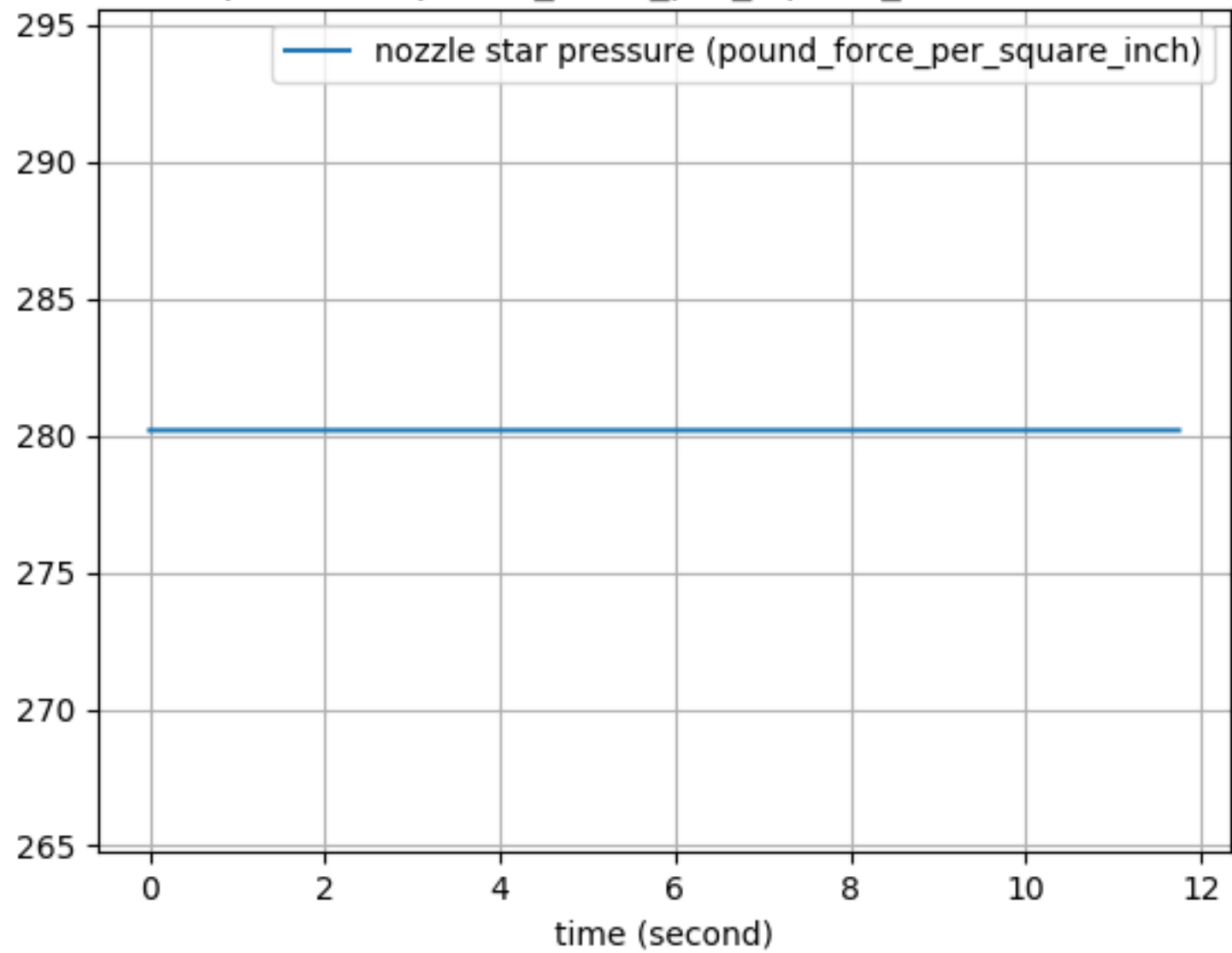
nozzle nozzle diffuser length (inch) vs time (second)



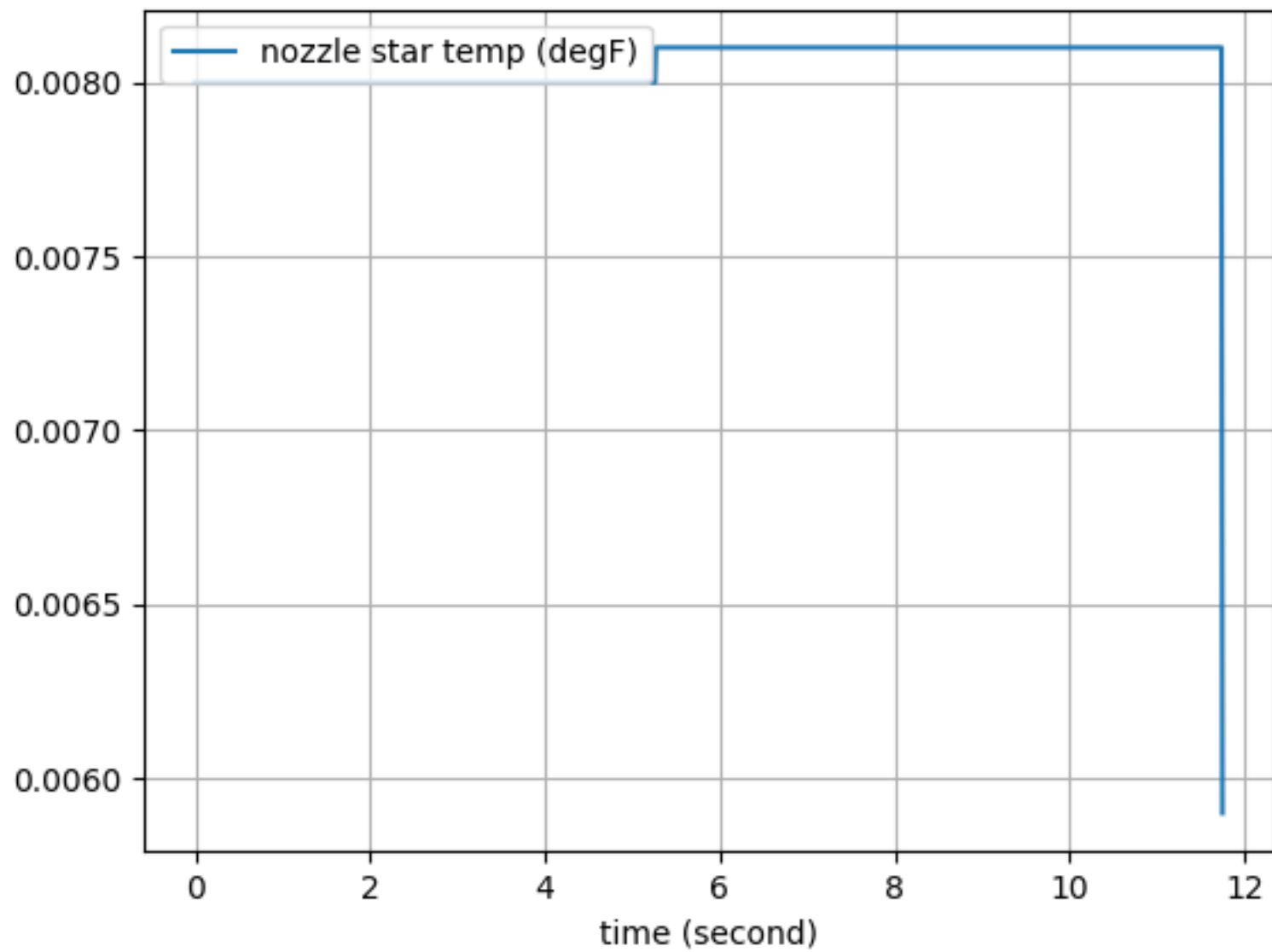
nozzle star mach vs time (second)



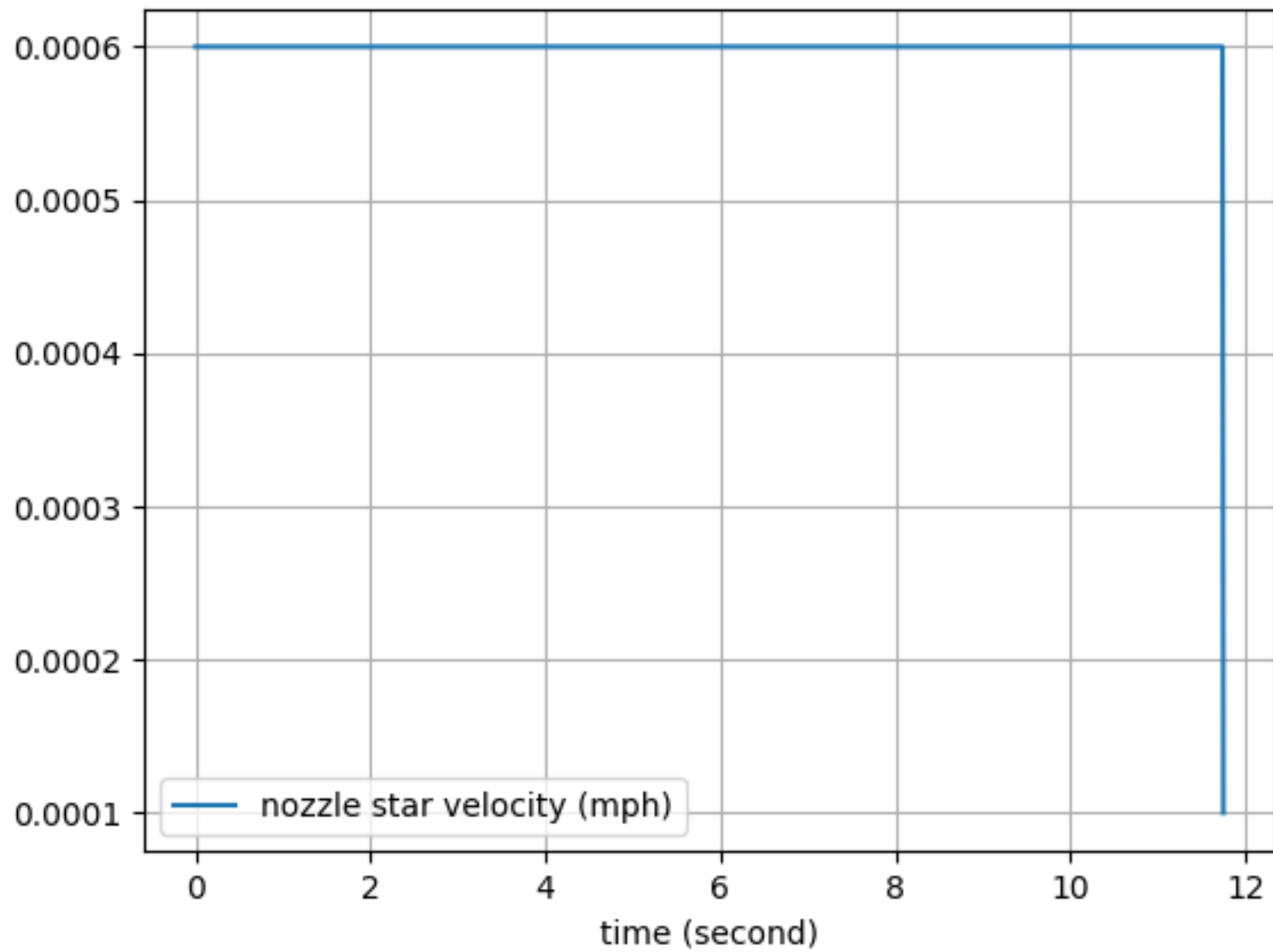
nozzle star pressure (pound_force_per_square_inch) vs time (second)



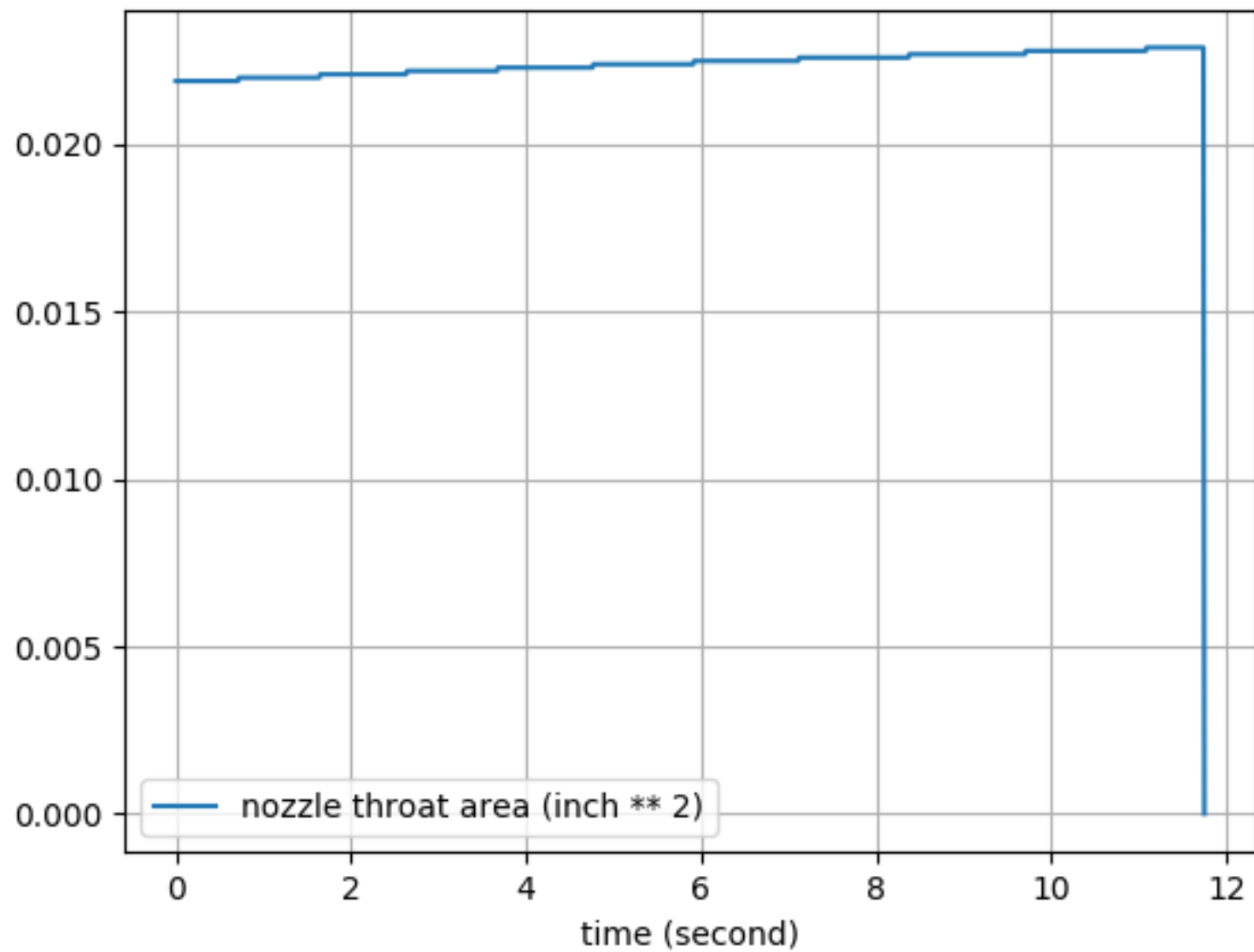
nozzle star temp (degF) vs time (second)



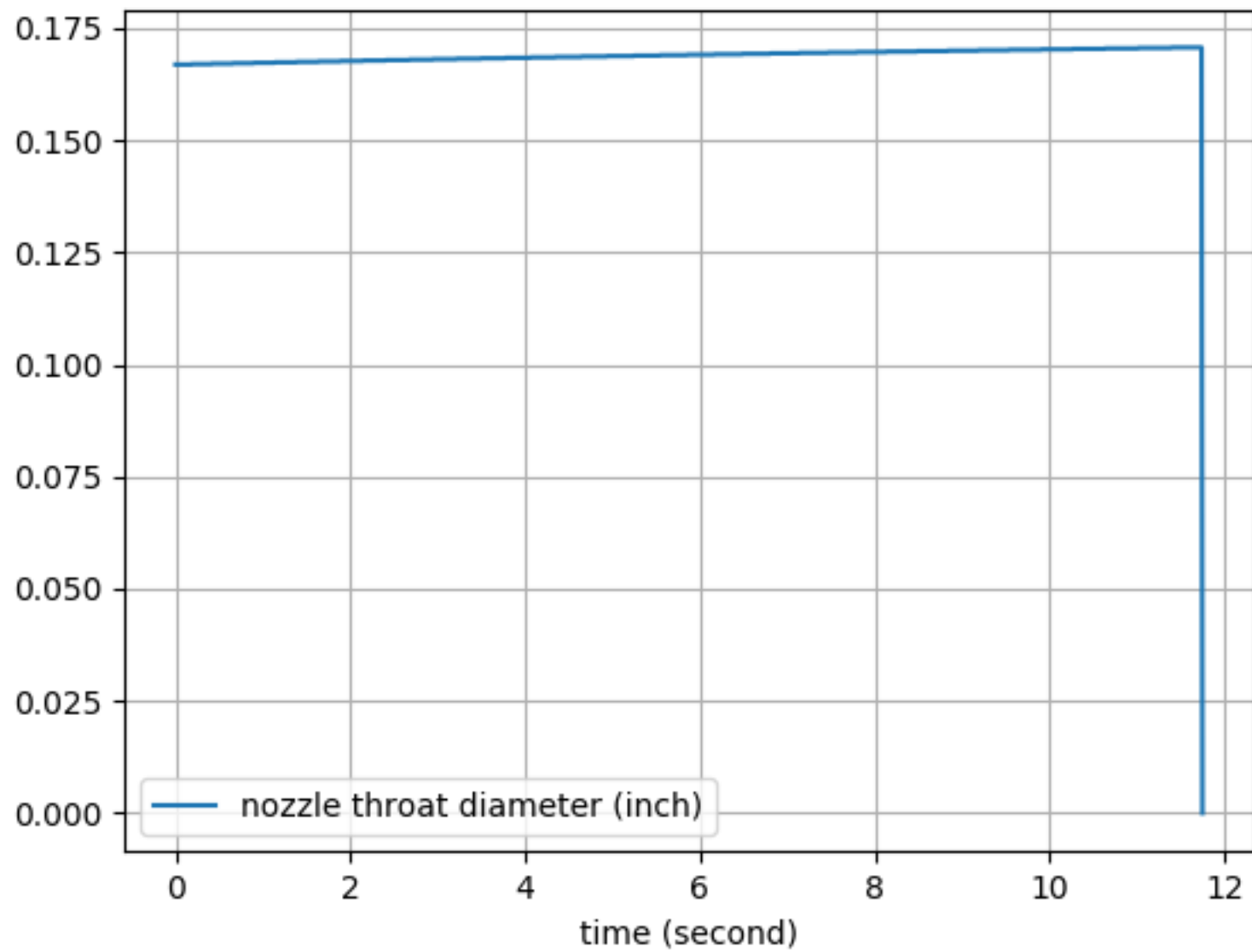
nozzle star velocity (mph) vs time (second)



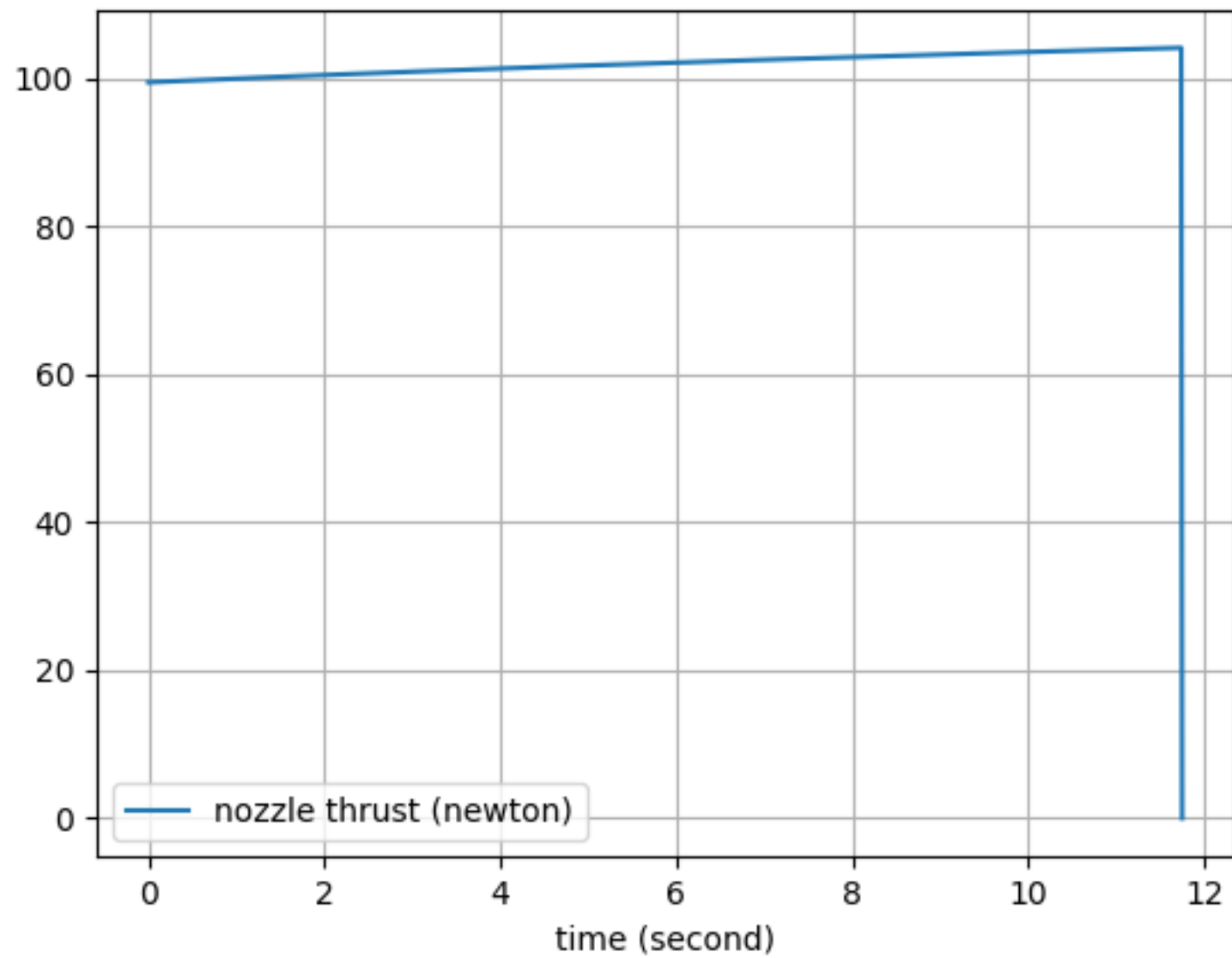
nozzle throat area (inch ** 2) vs time (second)



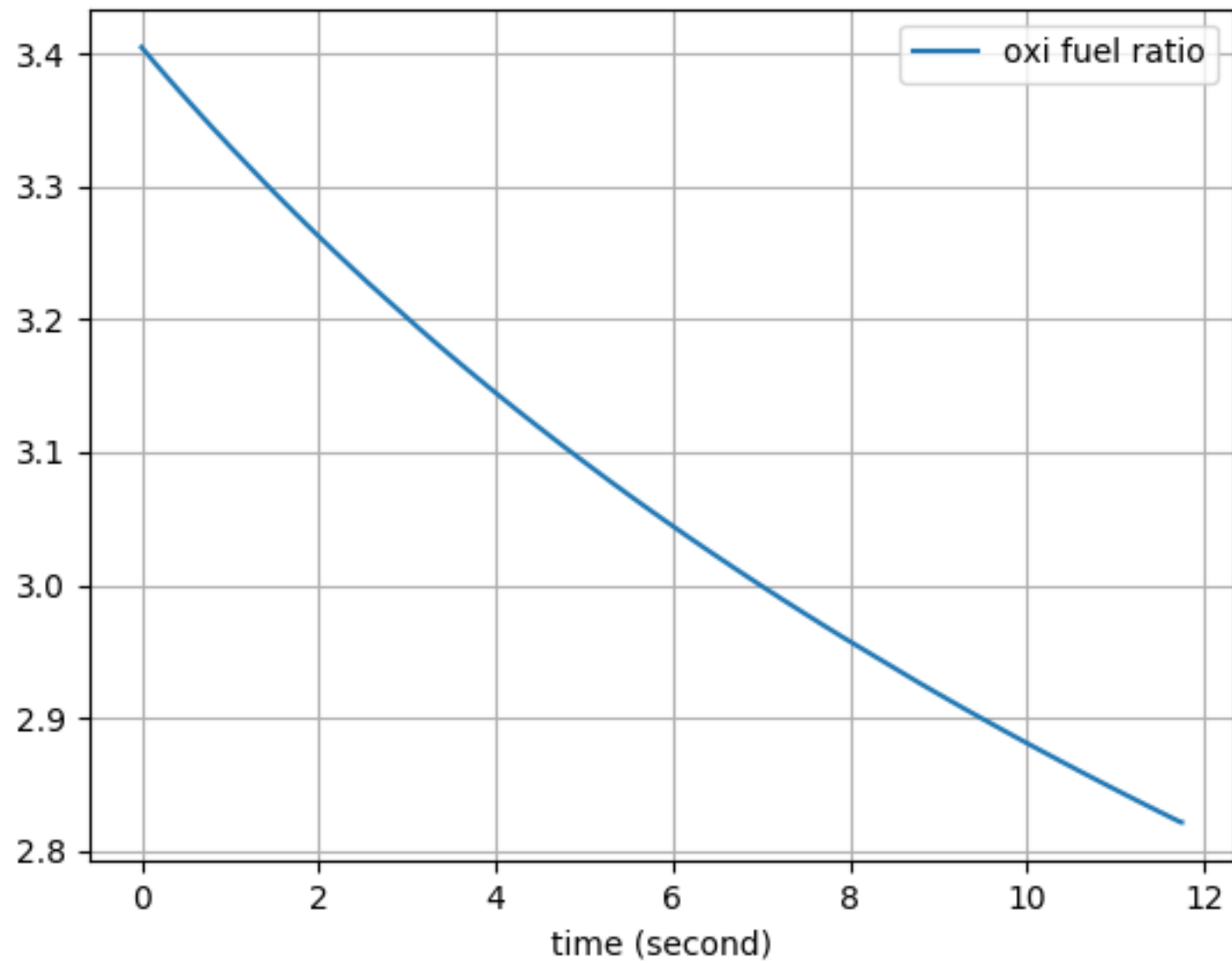
nozzle throat diameter (inch) vs time (second)



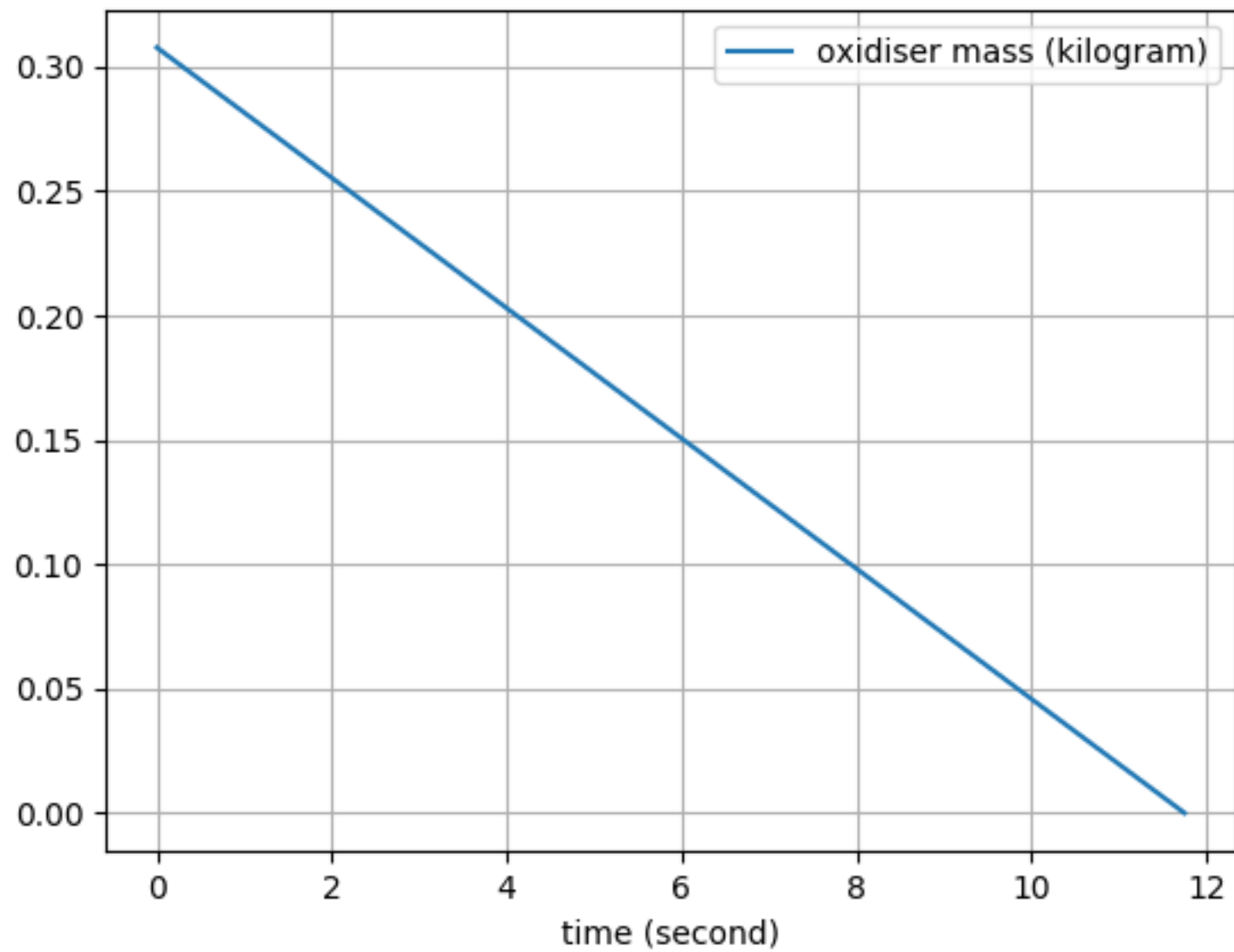
nozzle thrust (newton) vs time (second)



oxi fuel ratio vs time (second)



oxidiser mass (kilogram) vs time (second)



oxidiser mass flow rate (kilogram / second) vs time (second)

