

Clasificación

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Clasificación detallada

Factor general drenaje (D)

Función para definir el tipo textural

```
def tipoText(Arcilla, Limo, Arena):  
    Textura = ''  
    if Arcilla > 0 and Arcilla < 10:  
        if Limo > 0 and Limo < 14:  
            if Arena > 86 and Arena < 100:  
                Textura = "Arenosa"  
    if Arcilla > 0 and Arcilla < 15:  
        if Limo > 0 and Limo < 30:  
            if Arena > 70 and Arena < 86:  
                Textura = "Franco Arenosa"  
    if Arcilla > 0 and Arcilla < 20:  
        if Limo > 0 and Limo < 50:  
            if Arena > 50 and Arena < 70:  
                Textura = "Franco Arenosa"  
    if Arcilla > 7 and Arcilla < 27:  
        if Limo > 28 and Limo < 50:  
            if Arena > 23 and Arena < 52:  
                Textura = "Franca"  
    if Arcilla > 0 and Arcilla < 27:  
        if Limo > 74 and Limo < 88:  
            if Arena > 20 and Arena < 50:  
                Textura = "Franco Limosa"  
    if Arcilla > 0 and Arcilla < 12:  
        if Limo > 88 and Limo < 100:  
            if Arena > 0 and Arena < 20:  
                Textura = "Limosa"  
    if Arcilla > 27 and Arcilla < 40:  
        if Limo > 15 and Limo < 52:  
            if Arena > 20 and Arena < 45:  
                Textura = "Franco Arcillosa"  
    if Arcilla > 20 and Arcilla < 35:  
        if Limo > 0 and Limo < 28:  
            if Arena > 45 and Arena < 80:  
                Textura = "Franco Arenoso Arcillosa"  
    if Arcilla > 27 and Arcilla < 40:  
        if Limo > 40 and Limo < 73:
```

```

    if Arena > 0 and Arena < 20:
        Textura = "Franco Limoso Arcillosa"
if Arcilla > 35 and Arcilla < 55:
    if Limo > 0 and Limo < 20:
        if Arena > 45 and Arena < 65:
            Textura = "Arcilloso Arenoso"
if Arcilla > 40 and Arcilla < 60:
    if Limo > 40 and Limo < 60:
        if Arena > 0 and Arena < 20:
            Textura = "Arcilloso Limoso"
if Arcilla > 40 and Arcilla < 100:
    if Limo > 0 and Limo < 40:
        if Arena > 0 and Arena < 45:
            Textura = "Arcillosa"
return Textura

```

Función para obtener la conductividad hidráulica en función del tipo textural

```

def condHidra(Arcilla, Limo, Arena):
    Textura = tipoText(Arcilla,Limo,Arena)
    K = 0
    if Textura == "Arenosa" or Textura == "Franca" or Textura == "Franco Arcillosa" or Textura == "Franco
        K = 1/40 * Arena + 1/2
    if Textura == "Franco Arenosa" or Textura == "Arcilloso Arenosa":
        K = 3/82 * Arena - 135/82 + 1/2
    if Textura == "Franco Limosa" or Textura == "Limosa":
        K = 0.3/50 * Arena + 1/5
    if Textura == "Franco Limoso Arcillosa" or Textura == "Arcilloso Limosa" or Textura == "Arcillosa":
        K = 0.18/45 * Arena + 1/50
    return K

```

Ejemplo

```

Arcilla = 44
Limo = 36
Arena = 20
Textura = tipoText(Arcilla,Limo,Arena)
print(Textura)

```

```

## Arcillosa

```

```

K = condHidra(Arcilla,Limo,Arena)
print(K)

```

```

## 0.1

```