

College of Engineering & Technology

Department: Mechanical Engineering Marks: 20 Time: 12:30 - 2:00 Lecturer: Dr. Rola Afify Course Code: ME416 Date: 11/11/2015

Name: Model Answer

R.N.:

K

Answer the following questions: **Question one (10 marks)**

A) Define:

<u>**i**</u>-**Density**: mass per unit volume $\rho = \frac{m}{V}$

For water $\rho = 1000 \text{ kg/m}^3$

ii- Specific weight : weight per unit volume

$$w = \frac{\text{weight}}{\text{volume}} = \frac{m * g}{V} = \rho g$$

For water $w = 1000 * 9.8 \text{ N/m}^3$

<u>iii- Kinematic viscosity</u> (υ): is defined as the ratio of dynamic viscosity of water to density

Fvis =

P = |

$$v = \frac{\mu}{\rho} = \frac{Pa.S}{kg/m^3} = \frac{kg.m.s \ m^3}{s^2 m^2 \ kg} = (m^2/s)$$

$$v = 0.01 \text{ cm}^2/\text{s}$$
 for water

 $\mu = 2\beta = 2 \times 8 \times f_{\omega}$

$$\begin{split} \delta &= 0.9| = \frac{f_{f}}{R_{\omega}}\\ U &= 3 m/s \end{split}$$

 $P = ?? = F_{vis}$

B) A 25 mm diameter shaft is pulled through cylindrical bearing as shown in Figure. Th lubricant that fills the 0.3 mm gap between th shaft and bearing is oil having a kinemati viscosity of 8 x 10^{-4} m²/s and a specific gravity of 0.91. Determine the force P required to pull the shaft at a velocity of 3 m/s. Assume the velocit distribution in the gap is linear. $d = 25 \times 10^{-3} m$

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Question two (10 marks)

A) Define Streamline:

A Streamline is a curve that is everywhere tangent to it at any instant represents the instantaneous local velocity vector.

B) Write the general form equation for: i- Streamline in 3D:

 $t a n \theta = \frac{d y}{d x} = \frac{v}{u}$ $\frac{u}{d x} = \frac{v}{d y}$ in - g e n e r a l - f o r 3 - D $\frac{u}{d x} = \frac{v}{d y} = \frac{w}{d z}$

ii- Velocity in vector form in 3D:

 $\vec{V} = u\vec{i} + v\vec{j} + w\vec{k}$ Where:

i ,j, k are the unit vectors in+ ve x, y, z directions

iii- Acceleration in 2D:

 $a = \sqrt{a_x^2} + a_y^2$ & $\tan \alpha = \frac{a_y}{a_x}$

C) If $\vec{V} = 3x \vec{i} + 2y \vec{j} - 2z \vec{k}$, determine:

i- Velocity at origin: At origin (0,0,0) \therefore $\vec{V} = 0$ \therefore v = 0

ii- Velocity at x-axis:

At x-axis (x,0,0) $\therefore \vec{V} = 3x \vec{i} \therefore v = 3x$ in x-direction

iii- Acceleration in vector form:

If $\vec{V} = 3x \vec{i} + 2y \vec{j} - 2z \vec{k}$ and the general form of the velocity vector is $\vec{V} = u \vec{i} + v \vec{j} + w \vec{k}$ then u = 3x, v = 2y, and w = -2zThen the acceleration components will be

$$a_x = u \frac{\partial u}{\partial x} + v \frac{\partial u}{\partial y} + w \frac{\partial u}{\partial z}, \ a_y = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + w \frac{\partial v}{\partial z}, \text{ and } a_z = u \frac{\partial w}{\partial x} + v \frac{\partial w}{\partial y} + w \frac{\partial w}{\partial z}$$

$$a_x = 9x$$
, $a_y = 4y$, and $a_z = 4z$

Then the acceleration vector will be $\vec{a} = 9x \ \vec{i} + 4y \ \vec{j} + 4z \ \vec{k}$

