

(iii) On surface of cylinder  
 $u(a, \theta, z) = -(2V \sin \theta + \frac{x}{2\pi a}) e^{\theta}$ .

Using Bernoulli's equation for a streamline along the cylinder's surface

$$\frac{P}{\rho} + \frac{1}{2} u^2 = \text{const}, \quad \frac{M}{\rho} \text{ say}$$

$$P(a, \theta, z) = M - \frac{1}{2} \rho (2V \sin \theta + \frac{x}{2\pi a})^2$$

Net horizontal force per unit length of cylinder  
 $= \int_{\theta=0}^{2\pi} -P(a, \theta, z) a \cos \theta d\theta$   
 $= 0$

as  $\int_0^{2\pi} \cos \theta d\theta = 0, \int_0^{2\pi} \sin \theta \cos \theta d\theta = 0, \int_0^{2\pi} \sin^3 \theta \cos \theta d\theta = 0$

Net vertical force is  
 $\int_{\theta=0}^{2\pi} -P(a, \theta, z) a \sin \theta d\theta$

$$= -a \int_{\theta=0}^{2\pi} (M - \frac{1}{2} \rho (2V \sin \theta + \frac{x}{2\pi a})^2) \sin \theta d\theta$$

$$\text{Now } \int_0^{2\pi} \sin^3 \theta d\theta = 0, \int_0^{2\pi} \sin^2 \theta d\theta = \pi, \int_0^{2\pi} \sin^4 \theta d\theta = 0$$

$$\text{So net vertical force} = \frac{1}{2} \rho a \frac{2Vx}{\pi a} \pi = \rho V x$$

$$\text{i.e. } F = \rho V x_j$$

11(a)(i) Coefficient of viscosity can not be measured directly.

They can only give formulas under our restricted range. Need to calculate experimentally.

as  $\mu$  depends strongly on temperature, need to keep temperature of fluid constant.

(ii) oil does in drops with a cylinder of the flow. By measuring the terminal speed, the coefficient of viscosity can be calculated.

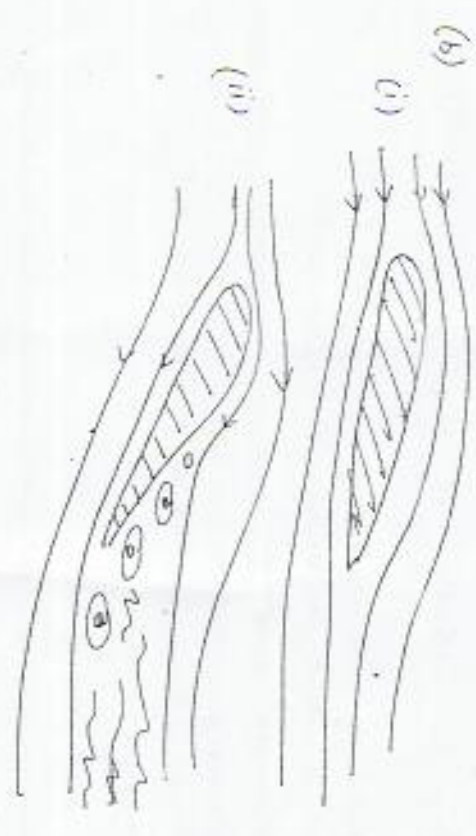
(Stokes theory assumes fluid is of infinite extent and Reynolds number is less than one)

Principal shortcoming is that large volume of liquid is necessary which is difficult to keep at constant temperature.

(iii) We use the Hagen - Poiseuille formula  
 $\mu = \frac{\pi a^4}{8L} \frac{P - P_0}{Q}$

for fluid flow thro a pipe. Need to observe one of the following

(a) U-tube (b) horizontal or (c) vertical pipe flow.



For (ii) the lift force is lower than (i)

the boundary layer has separated and the wing is now stalled

can airplane may now be falling out of the sky.

This problem can be alleviated by adding