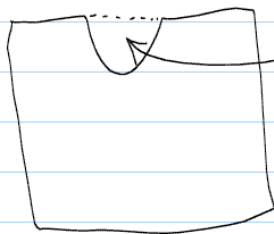


$$F_B = \rho_f V_f g$$

← submerged object: $V_f = V_o$

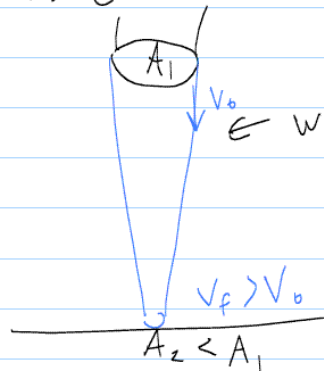
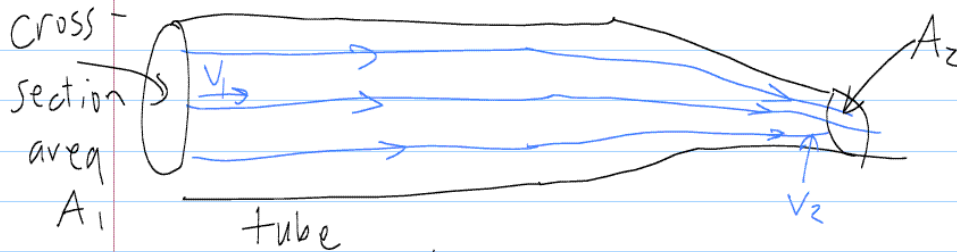
V_f = volume of displaced fluid
 V_o = volume of object.

Floating object:



V_f = volume of fluid displaced.

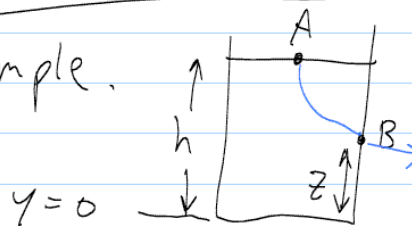
Ideal Fluid: No turbulence, so flow-lines do not cross



← water accelerates at 9.8 m/s^2

$$Q_f = Q_o$$

A Bernoulli Example.



$$V_B = ?$$

- Approximate $V_A = 0$, since Area of cylinder is \gg area of hole.

- $P_A \approx P_B = P_{atm}$.

Bernoulli's Eq:

$$\cancel{P_A} + \cancel{\frac{1}{2} \rho V_A^2} + \rho g y_A = \cancel{P_B} + \frac{1}{2} \rho V_B^2 + \rho g y_B$$

Subtract $P_A = P_B$ from both sides.

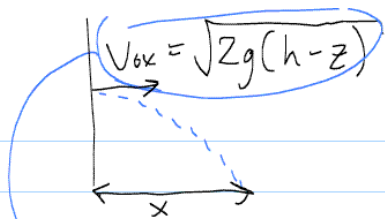
$$\rho g y_A = \frac{1}{2} \rho V_B^2 + \rho g y_B$$

$$y_A = h = \text{constant}, \quad y_B = z = \text{constant},$$

$$\frac{1}{2} \rho V_B^2 = \rho g (h - z)$$

$$V_B = \sqrt{2g(h-z)}$$

Next segment of motion is projectile motion (Ch. 4 review).



find x . $a_x = 0$

$$a_y = -9.8 \text{ m/s}^2$$

$V_{0y} = 0$ ← stream initially is horizontal.

$$y_f = y_0 + \cancel{V_{0y} t} + \frac{1}{2} a_y t^2$$

$$y_f = 0$$

$$0 = z + 0 + \frac{1}{2} a_y t^2$$

$$t^2 = \frac{-2z}{a_y}$$

$$t = \sqrt{\frac{-2z}{a_y}}$$

$$a_y = -g$$

$$t = \sqrt{\frac{2z}{g}}$$

$$x = v_x t = \sqrt{2g(h-z)} \sqrt{\frac{2z}{g}} = \sqrt{4z(h-z)}$$

$$X = \sqrt{4z(h-z)}$$

← Doesn't depend on g !