



### Thermodynamics

#### Basic Concepts

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| <b>Zeroth Law:</b>   | If two thermodynamic systems are each in thermal equilibrium with a third, then they are in thermal equilibrium with each other.                           |
| <b>First Law:</b>    | Energy can neither be created nor destroyed. Conservation of energy: $\Delta U = Q - W$ , where U is internal energy, Q is heat added, and W is work done. |
| <b>Second Law:</b>   | The total entropy of an isolated system can only increase over time or remain constant in ideal cases. Entropy is a measure of disorder.                   |
| <b>Third Law:</b>    | As temperature approaches absolute zero, the entropy of a system approaches a minimum or zero value.   |
| <b>Enthalpy (H):</b> | A thermodynamic property defined as $H = U + PV$ , where U is internal energy, P is pressure, and V is volume.   |
| <b>Entropy (S):</b>  | A measure of the disorder of a system. $\Delta S = Q/T$ for a reversible process at constant temperature.  |

#### Thermodynamic Processes

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| <b>Isothermal:</b>            | Constant temperature process. $PV = \text{constant}$ .   |
| <b>Adiabatic:</b>             | No heat transfer. $PV^\gamma = \text{constant}$ , where $\gamma$ is the heat capacity ratio ( $C_p/C_v$ ). |
| <b>Isobaric:</b>              | Constant pressure process. $V/T = \text{constant}$ .   |
| <b>Isochoric (Isometric):</b> | Constant volume process. $P/T = \text{constant}$ .   |
| <b>Polytropic:</b>            | Process described by $PV^n = \text{constant}$ , where n is the polytropic index.                           |
| <b>Throttling:</b>            | Adiabatic process where enthalpy remains constant. Used in refrigeration.                                  |

#### Heat Engines and Refrigerators

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| <b>Heat Engine Efficiency (<math>\eta</math>):</b>            | $\eta = W/Q_H = 1 - (Q_C/Q_H)$ , where W is work done, $Q_H$ is heat input, and $Q_C$ is heat rejected.   |
| <b>Carnot Efficiency (<math>\eta_{\text{Carnot}}</math>):</b> | $\eta_{\text{Carnot}} = 1 - (T_C/T_H)$ , where $T_C$ is the cold reservoir temperature, and $T_H$ is the hot reservoir temperature (in Kelvin). |
| <b>Coefficient of Performance (COP) - Refrigerator:</b>       | $\text{COP}_R = Q_C/W = Q_C/(Q_H - Q_C)$  |
| <b>Coefficient of Performance (COP) - Heat Pump:</b>          | $\text{COP}_H = Q_H/W = Q_H/(Q_H - Q_C)$  |

### Fluid Mechanics

#### Fluid Properties

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| <b>Density (<math>\rho</math>):</b>            | Mass per unit volume: $\rho = m/V$  |
| <b>Specific Weight (<math>\gamma</math>):</b>  | Weight per unit volume: $\gamma = \rho g$ , where g is acceleration due to gravity.                       |
| <b>Specific Gravity (SG):</b>                  | Ratio of a fluid's density to the density of water: $\text{SG} = \rho_{\text{fluid}}/\rho_{\text{water}}$ |
| <b>Viscosity (<math>\mu</math>):</b>           | Measure of a fluid's resistance to flow. Dynamic viscosity.   |
| <b>Kinematic Viscosity (<math>\nu</math>):</b> | Ratio of dynamic viscosity to density: $\nu = \mu/\rho$   |
| <b>Surface Tension (<math>\sigma</math>):</b>  | Force per unit length acting at the interface between two fluids.   |

#### Fluid Statics

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| <b>Pressure (P):</b>         | Force per unit area: $P = F/A$  |
| <b>Hydrostatic Pressure:</b> | $P = \rho gh$ , where h is the depth from the surface.  |
| <b>Buoyancy (FB):</b>        | Upward force exerted by a fluid that opposes the weight of an immersed object: $\text{FB} = \rho_{\text{fluid}} V_{\text{displaced}} g$ |
| <b>Manometry:</b>            | Use of liquid columns to measure pressure differences.  |

#### Fluid Dynamics

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| <b>Continuity Equation:</b>     | $A_1 V_1 = A_2 V_2$ (for incompressible fluids)   |
| <b>Bernoulli's Equation:</b>    | $P + (1/2)\rho v^2 + \rho gh = \text{constant}$ (along a streamline)  |
| <b>Reynolds Number (Re):</b>    | $\text{Re} = (\rho v D)/\mu$ , where v is flow velocity, D is characteristic length, and $\mu$ is dynamic viscosity. Indicates laminar ( $\text{Re} < 2100$ ) or turbulent flow ( $\text{Re} > 4000$ ). |
| <b>Darcy-Weisbach Equation:</b> | $\Delta P = f (L/D) (\rho v^2/2)$ , where f is the friction factor.   |

### Materials Science

#### Material Properties

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| <b>Young's Modulus (E):</b>                      | Measure of stiffness or resistance to elastic deformation: $E = \text{Stress}/\text{Strain}$ |
| <b>Poisson's Ratio (<math>\nu</math>):</b>       | Ratio of transverse strain to axial strain.  |
| <b>Yield Strength (<math>\sigma_y</math>):</b>   | Stress at which a material begins to deform plastically.                                     |
| <b>Tensile Strength (<math>\sigma_u</math>):</b> | Maximum stress a material can withstand before breaking.                                     |
| <b>Hardness:</b>                                 | Resistance to localized plastic deformation (e.g., indentation).                             |
| <b>Ductility:</b>                                | Ability of a material to deform plastically before fracture.                                 |

#### Stress and Strain

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| <b>Stress (<math>\sigma</math>):</b>       | Force per unit area: $\sigma = F/A$                  |
| <b>Strain (<math>\epsilon</math>):</b>     | Deformation per unit length: $\epsilon = \Delta L/L$ |
| <b>Shear Stress (<math>\tau</math>):</b>   | Stress acting parallel to a surface.                 |
| <b>Shear Strain (<math>\gamma</math>):</b> | Angular deformation.                                 |
| <b>Hooke's Law:</b>                        | $\sigma = E\epsilon$ (in the elastic region)         |

#### Material Types

|                    |  |
|--------------------|--|
| <b>Metals:</b>     | High strength, ductility, and thermal/electrical conductivity. Examples: Steel, Aluminum, Copper.                      |
| <b>Ceramics:</b>   | High hardness, brittleness, and resistance to high temperatures. Examples: Alumina, Silicon Carbide.                   |
| <b>Polymers:</b>   | Low density, flexibility, and can be easily molded. Examples: Polyethylene, Polypropylene.                             |
| <b>Composites:</b> | Combination of two or more materials to achieve enhanced properties. Examples: Carbon fiber reinforced polymer (CFRP). |

### Mechanics of Materials

## Stress Analysis

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| <b>Axial Stress (<math>\sigma</math>):</b>         | Stress due to axial force: $\sigma = P/A$ , where P is the axial force and A is the cross-sectional area.   |
| <b>Bending Stress (<math>\sigma_b</math>):</b>     | Stress due to bending moment: $\sigma_b = My/I$ , where M is the bending moment, y is the distance from the neutral axis, and I is the moment of inertia. |
| <b>Shear Stress in Beams (<math>\tau</math>):</b>  | $\tau = VQ/Ib$ , where V is the shear force, Q is the first moment of area, I is the moment of inertia, and b is the width of the beam.                   |
| <b>Torsional Shear Stress (<math>\tau</math>):</b> | $\tau = Tr/J$ , where T is the torque, r is the radius, and J is the polar moment of inertia.   |
| <b>Principal Stresses:</b>                         | Maximum and minimum normal stresses at a point.   |

## Beam Deflection

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| <b>Deflection Formulas:</b>                     | Vary based on loading and support conditions. Common cases include cantilever beams and simply supported beams with various loads.             |
| <b>Cantilever Beam with Point Load at End:</b>  | Maximum deflection ( $\delta$ ) = $(PL^3)/(3EI)$ , where P is the load, L is the length, E is Young's modulus, and I is the moment of inertia. |
| <b>Simply Supported Beam with Uniform Load:</b> | Maximum deflection ( $\delta$ ) = $(5wL^4)/(384EI)$ , where w is the uniform load per unit length.   |

## Failure Theories

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| <b>Maximum Shear Stress Theory (Tresca):</b> | Failure occurs when maximum shear stress exceeds the shear strength of the material.                       |
| <b>Distortion Energy Theory (von Mises):</b> | Failure occurs when the distortion energy reaches the distortion energy at yield in a simple tension test. |
| <b>Maximum Principal Stress Theory:</b>      | Failure occurs when the maximum principal stress exceeds the tensile strength of the material.             |