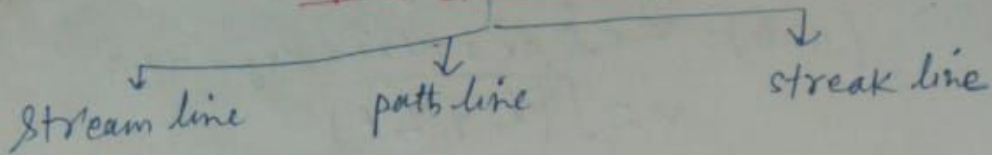
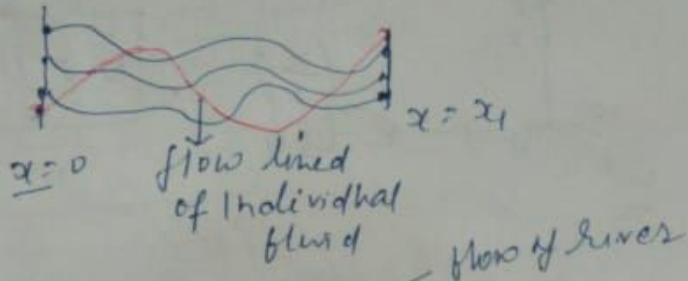


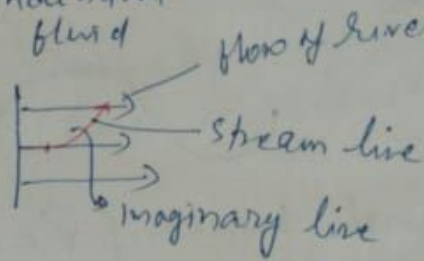
* flow pattern *



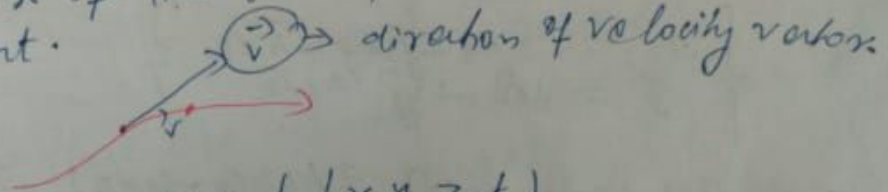
* path line →



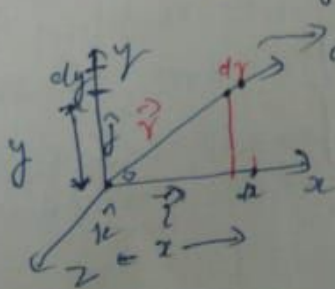
* stream line →



→ It is a imaginary line drawn in a flow field in such a way that the tangent drawn at any point on the stream line represent the ~~direction~~ direction of velocity vectors of the fluid particle at the that point.



$$v = f(x, y, z, t)$$



$$d\vec{r} = dx\vec{i} + dy\vec{j}$$

position vector

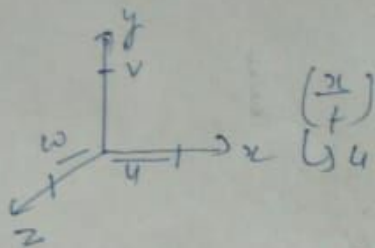
$$\vec{r} = x\vec{i} + y\vec{j}$$

$$r = \sqrt{x^2 + y^2}$$

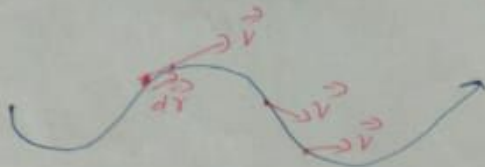
$$(2-D) \quad d\vec{r} = dx\vec{i} + dy\vec{j}$$

$$(3-D) \quad \vec{r} = \int d\vec{r} = dx\vec{i} + dy\vec{j} + dz\vec{k}$$

$$v = \sqrt{(x, y, z, t)}$$



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



* angle between $(\vec{v} \text{ and } d\vec{r}) = 0^\circ$
Cross-product.

$$\Rightarrow d\vec{r} \times \vec{v} = |dr||v| \sin 0^\circ = 0$$

$$\Rightarrow d\vec{r} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ dx & dy & dz \\ u & v & w \end{vmatrix} = 0$$

$$\left. \begin{aligned} d\vec{r} &= \vec{i} dx + \vec{j} dy + \vec{k} dz \\ \vec{v} &= u\vec{i} + v\vec{j} + w\vec{k} \end{aligned} \right\}$$

$$\Rightarrow \vec{i} (w dy - v dz) - \vec{j} (w dx - u dz) + \vec{k} (v dx - u dy) = 0$$

$$\text{i.e. } \left. \begin{aligned} (w dy - v dz) &= 0 \\ (w dx - u dz) &= 0 \\ (v dx - u dy) &= 0 \end{aligned} \right\}$$

$$\Rightarrow w dy - v dz = 0$$

$$\Rightarrow w dy = v dz$$

$$\Rightarrow \boxed{\frac{dy}{v} = \frac{dz}{w}} \quad \text{--- (i)}$$

Similarly

$$\boxed{\frac{dx}{u} = \frac{dz}{w}} \quad \text{--- (ii)}$$

$$\boxed{\frac{dx}{u} = \frac{dy}{v}} \quad \text{--- (iii)}$$

* 3-D $\boxed{\frac{dx}{u} = \frac{dy}{v} = \frac{dz}{w}} \rightarrow$ equation of stream line in 3-D-flow case

2-D $\boxed{\frac{dx}{u} = \frac{dy}{v}}$

* path line \rightarrow It is actual path travelled by an individual fluid particle over some period of time.

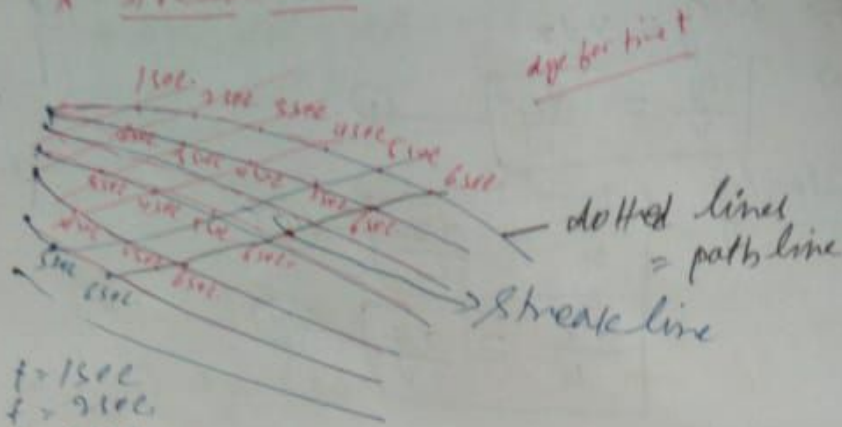


Two path line can intersect each other.

\rightarrow Since there are infinite particles of fluid so, each will have own path line this implies that there will be infinite path line in a flow field.

v.v.g \Rightarrow (i) but two stream line will never intersect each other.

* streak line



- $t = 1 \text{ sec}$
- $t = 2 \text{ sec}$
- $t = 3 \text{ sec}$
- $t = 4 \text{ sec}$

→ It is the locus (co-ordinates) of fluid particles at a particular instant of time which have passed through the same point

* At any time 't' how many streak lines are observed = one only.

→ For steady & uniform flows all the three lines will be equal i.e. Streamline = path line
 (imaginary) = streak line