

# EE 330

## Review for Exam 1

October 11<sup>th</sup>, 2021

Sheet!

Value!

point!

TOP view!

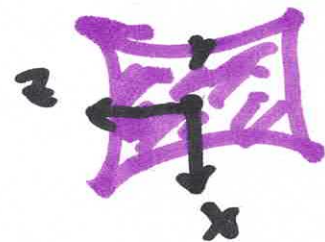


hole!

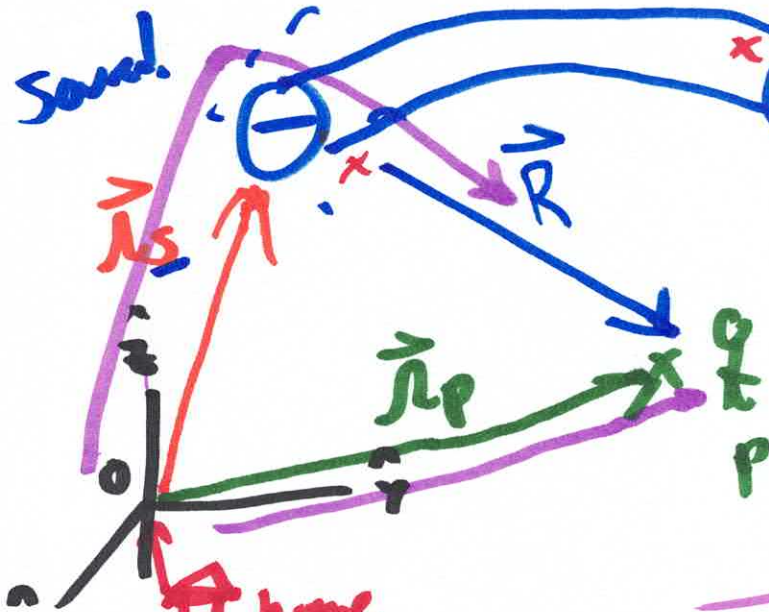
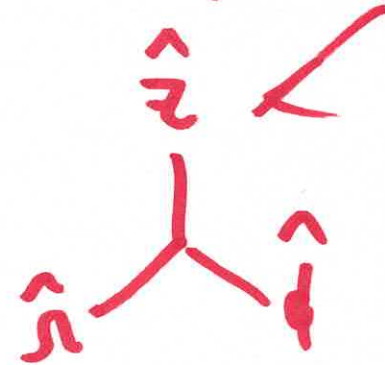


surface!

Tipped to side!



cylindrical!



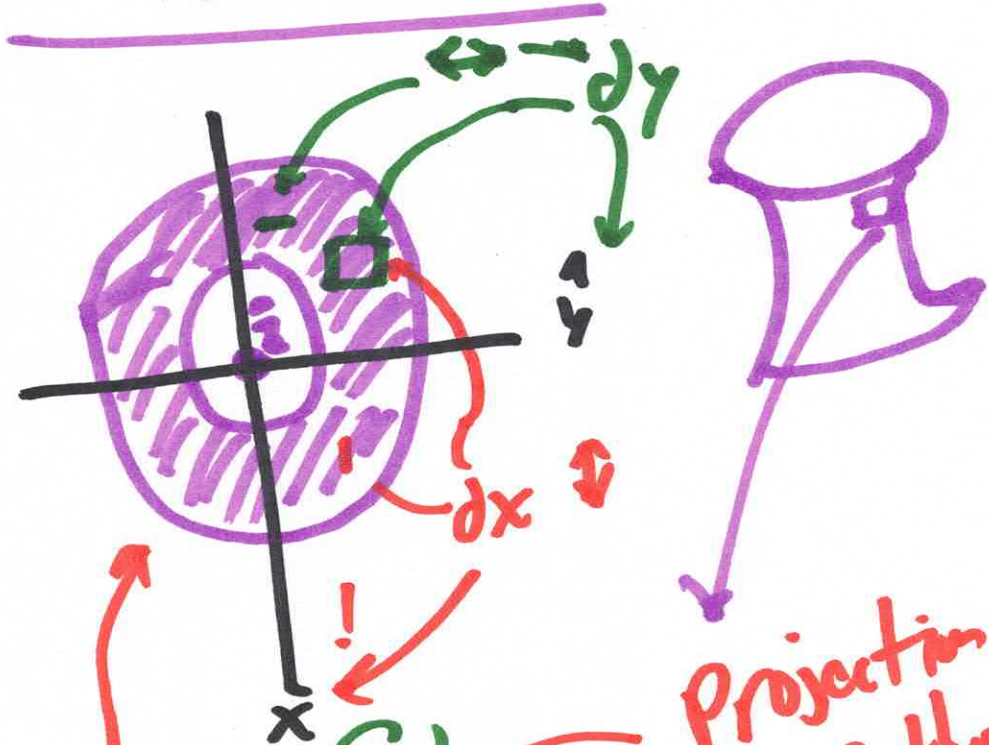
$$\vec{r}_p = \vec{r}_s + \vec{R}$$

$$\vec{R} = \vec{r}_p - \vec{r}_s \quad (b)$$

REF!

1)

David's hand made



Surfel!

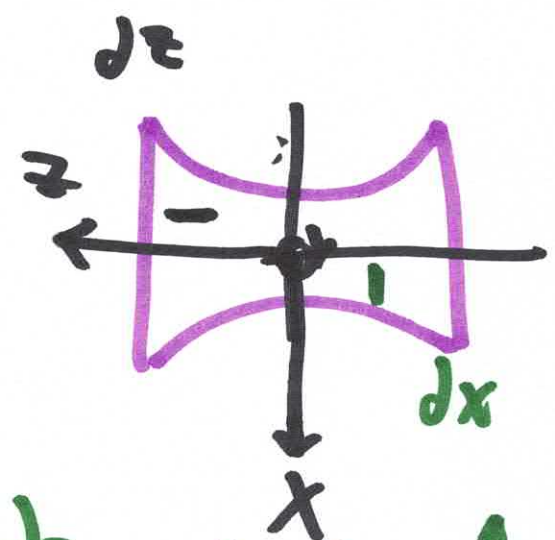
$$dS = dx dy$$



Projection Method!



shadow!



$$ds = dz dx \hat{y}$$

Cross Product method

Result in  $\hat{n}$ !

$$ds = (\vec{x} \times \vec{y}) \cdot \hat{z}$$

# Electric Field!

function of surface!

Bound by shape!

$$\frac{\hat{R}}{R^2}$$

$$\vec{E}(\vec{r}_p) = \frac{dQ(\vec{r}_s) \vec{R}}{4\pi\epsilon_0 R^3}$$

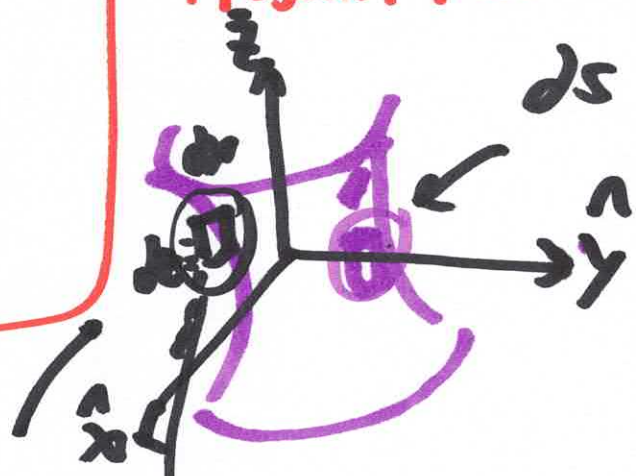
function of our position!

$\vec{R} = R \hat{R}$   
 Vector      Mag      Direction

move wherever we want!

## Projection Method

physical surface!



$$dxdy = ds \cos \psi$$

$$ds = \frac{dxdz}{\cos \psi}$$

$$|\hat{y}| = 1$$

$$\hat{y} \cdot \hat{n} = \cos \psi$$

$$|\hat{y} \cdot \hat{n}|$$

Ref. space!  
 $dxdz$   
 shadow!

hyperboloid

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$$

$$g(\mathbf{r}) =$$

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} - 1$$

$$\vec{A} = |\mathbf{A}| \hat{\mathbf{A}}$$

Family of shapes!

$$\vec{\nabla} g(\mathbf{r}) = \frac{2x}{a^2} \hat{x} + \frac{2y}{b^2} \hat{y} - \frac{2z}{c^2} \hat{z}$$

$$|\vec{\nabla} g(\mathbf{r})| = \left[ \frac{4x^2}{a^4} + \frac{4y^2}{b^4} + \frac{4z^2}{c^4} \right]^{1/2} = 2 \left[ \frac{x^2}{a^4} + \frac{y^2}{b^4} + \frac{z^2}{c^4} \right]^{1/2}$$

$$\hat{\mathbf{A}} = \frac{\vec{\nabla} g(\mathbf{r})}{|\vec{\nabla} g(\mathbf{r})|}$$

4)

$$|\vec{n} \cdot \vec{y}| = \frac{\sqrt{y^2}}{\sqrt{a^2 + b^2 + c^2}}$$

Sift the  $\vec{y}$  (output!)

$$\left[ \frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} \right]^{1/2}$$

$$\frac{\epsilon \epsilon_0}{4\pi} \int_{-\infty}^{\infty} x(t) \delta(t) dt = x(0)$$

↑ Analyze!  
= x(0) Sifting!

∴  $dS = \frac{dxdz}{|\vec{n} \cdot \vec{y}|}$

$$d\vec{E}(\vec{r}) = \frac{1}{4\pi\epsilon_0} \frac{dS}{|\vec{R}|^3} \vec{R}$$

Value = Magnitudes!

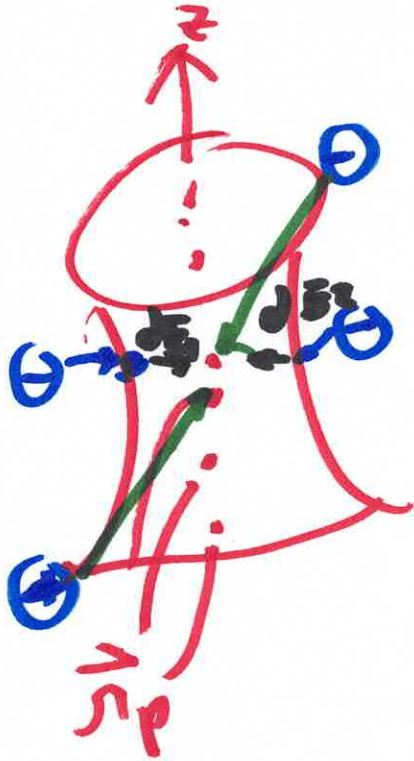
$$d\phi = p_1 dl = \frac{p}{\epsilon_0} dS = \frac{p}{\epsilon_0} dV$$

$$\frac{x^2}{a^2} + \frac{z^2}{c^2} = 1 \implies -a\sqrt{1 - \frac{z^2}{c^2}} < x < a\sqrt{1 - \frac{z^2}{c^2}}$$

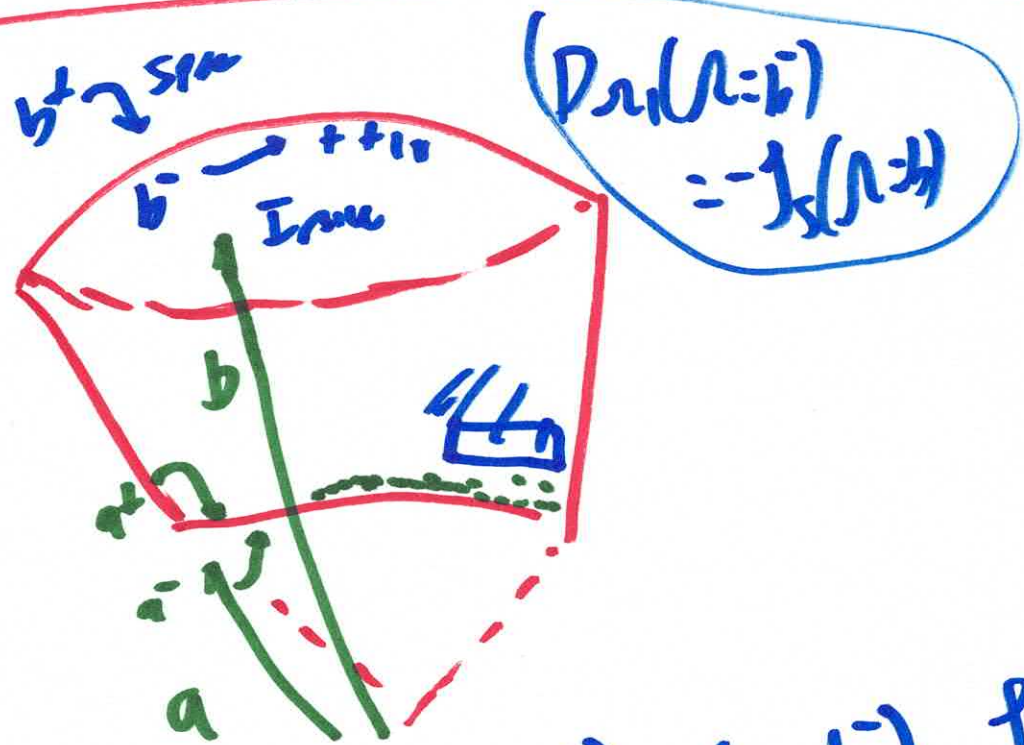
$$x = \pm a \sqrt{1 - \frac{z^2}{c^2}}$$

$$\vec{E}(\vec{r}_p) = \int dE(\vec{r}) = \int_{-\beta}^{+\beta} \int \frac{I_s \vec{R}}{4\pi\epsilon_0 |\vec{R}|^3 (R)^{3/2}}$$

$z \rightarrow \beta$   
 $x \rightarrow \pm a\sqrt{1 - \frac{z^2}{\beta^2}}$



$$\vec{E} = \frac{q}{4\pi\epsilon_0} \frac{\vec{r}}{r^2}$$



$$\oint \vec{D} \cdot d\vec{s} = D_n(r=b^+) - D_n(r=b^-) = I_s(r=b)$$

6)

