

* Ch #1

* How to write a vector:-

↳ Cartesian: $\vec{A} = A_x \hat{a}_x + A_y \hat{a}_y + A_z \hat{a}_z$ OR (A_x, A_y, A_z)

Unit vector $\hat{a}_x, \hat{a}_y, \hat{a}_z$
 قيمته = 1 من بدلو على الاكس
 و منهم يعرف! انو هاد ال
 Cartesian coordinate موجود ال

↳ Cylindrical: $\vec{A} = A_\rho \hat{a}_\rho + A_\phi \hat{a}_\phi + A_z \hat{a}_z$ OR (A_ρ, A_ϕ, A_z)

↳ Spherical: $\vec{A} = A_r \hat{a}_r + A_\theta \hat{a}_\theta + A_\phi \hat{a}_\phi$ OR (A_r, A_θ, A_ϕ)

Note

don't mix between
 points & vectors!
 $P(x, y, z) \rightarrow$ point
 $\vec{A} = (A_x, A_y, A_z) \rightarrow$ vector

* Vector Magnitude $|\vec{A}|$ (Scalar)

$$|\vec{A}| = A = \sqrt{A_x^2 + A_y^2 + A_z^2}$$

Scalar Quantities:-
 time / mass / distance / temperature / entropy
 electric potential / population

* Unit vector along a vector:-

$$\hat{a}_A = \frac{\vec{A}}{A} = \frac{A_x \hat{a}_x + A_y \hat{a}_y + A_z \hat{a}_z}{\sqrt{A_x^2 + A_y^2 + A_z^2}}$$

الطول ال magnitude ال Vector
 magnitude ال Vector ال

Vector Quantities:-

Velocity / force / displacement
 Electric field

من بدلو على الاكس + قيمته

* Operations on vectors :-

1) Addition

$$\vec{C} = \vec{A} + \vec{B}$$

$$= (A_x + B_x) \hat{a}_x + (A_y + B_y) \hat{a}_y + (A_z + B_z) \hat{a}_z$$

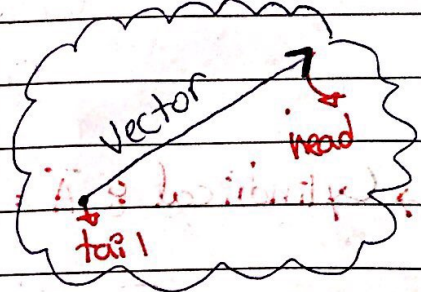
الجزء الذي يساوي
الجزء الذي يساوي

from vector definition.

- Graphically :-

كيفية الرسم مع 2 vectors

↳ Arrow method.

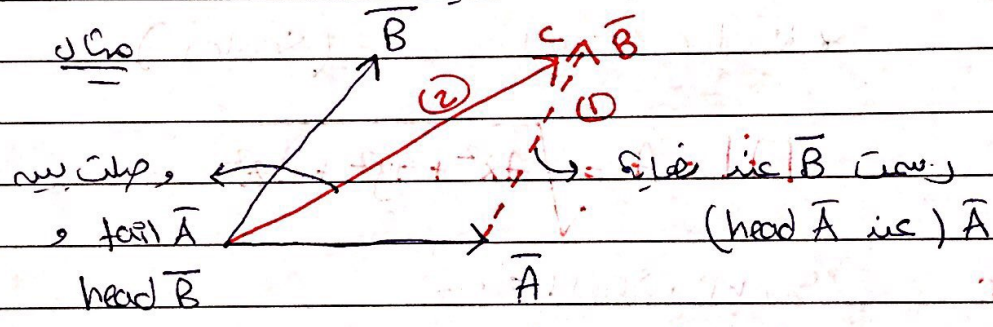


(head) (الذي هو الأول) vector الأول

يجيب ان vector الثاني و يرسو به

تواصل بين tail الأول

head الثاني



2) Subtraction

$$\vec{C} = \vec{A} - \vec{B}$$

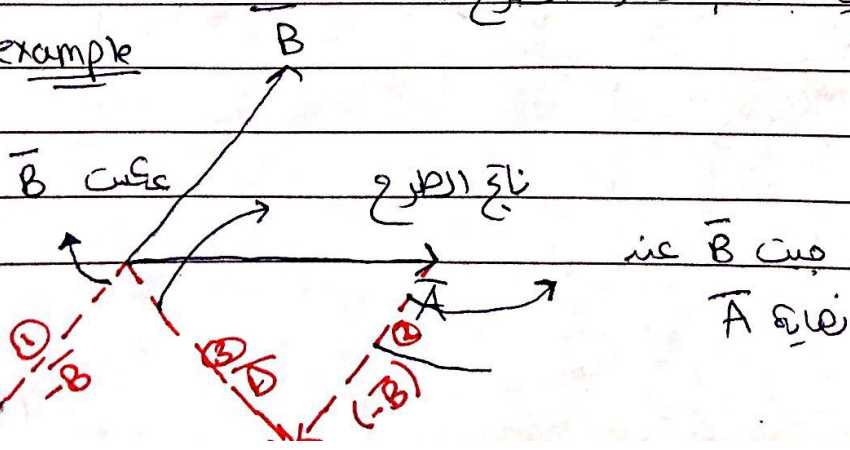
$$= (A_x - B_x) \hat{a}_x + (A_y - B_y) \hat{a}_y + (A_z - B_z) \hat{a}_z$$

- Graphically :-

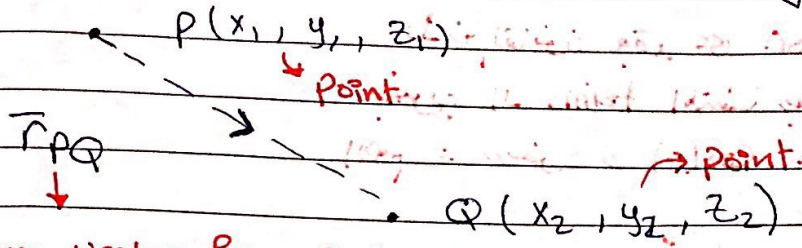
نفس طريقة الرسم ولكن كزيم انعكس

ان vector الذي نريد ان نطرحه

- example



- Application on Subtraction is Distance (vector)



$\vec{r}_p = \vec{r}_o p = \vec{r}_p - \vec{r}_o$
 المسافة من نقطة O إلى نقطة P
 المسافة بين نقطتين
 نفسها في نقطة O إلى P

Distance vector from P to Q

$$\vec{r}_{pq} = \vec{r}_q - \vec{r}_p$$

$$= (x_2 - x_1)\hat{a}_x + (y_2 - y_1)\hat{a}_y + (z_2 - z_1)\hat{a}_z \rightarrow \text{distance vector}$$

المقدار distance لاجل
 magnitude $|\vec{r}_{pq}| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$
 حسب القانون

direction of

$$\hat{a}_{\vec{r}_{pq}} = \frac{\vec{r}_{pq}}{|\vec{r}_{pq}|} = \hat{a}_{\vec{r}_{pq}}$$

[3] Multiplication

(a) Dot product

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta_{(AB)} \rightarrow \text{هنا القانون يستخدم لما يكون}$$

dot product (نشارة الـ Product)

يعرف الزاوية بين الـ Vectors

$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$$

يستخدم هذا القانون

Scalar (نشارة الـ Product)

إذا ما يعرف الزاوية

$$\theta_{AB} = \cos^{-1} \left(\frac{\vec{A} \cdot \vec{B}}{|\vec{A}| |\vec{B}|} \right) \leftarrow \text{لو طلب مني الزاوية استخدم هذا القانون}$$

* ليس (dot product) بطرح قيمته scalar

لأنه لقانون بقدر على $\cos A$ ولما آتينا ضرب vectors

بضرب الـ terms المتشابهة و الزاوية بين الـ unit vector

الهم = صفر و $\cos(0) = 1$

توضيح $\rightarrow A \cdot \hat{a}_x \cdot B \cdot \hat{a}_x$

$= A \cdot B \cdot (\hat{a}_x \cdot \hat{a}_x)$ أحياناً طبقاً به على مشترك

$= A \cdot B \cdot (1)$

لأنه الزاوية بينهم صفر $\hat{a}_i \cdot \hat{a}_j = \delta_{ij}$

$\hat{a}_n \cdot \hat{a}_m = \begin{cases} 1, & n=m \\ 0, & n \neq m \end{cases}$

properties of dot product -

1) $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$

2) $\vec{A} \cdot \vec{A} = A^2 = A_x^2 + A_y^2 + A_z^2$

3) $\vec{A} \cdot (\vec{B} + \vec{C}) = \vec{A} \cdot \vec{B} + \vec{A} \cdot \vec{C}$

\rightarrow b) Cross product (it has magnitude + direction)

$|\vec{A} \times \vec{B}| = AB \sin \theta_{AB}$

لأنه لقانون يستخدمه لما أعرف لزاوية بين \vec{B} و \vec{A}

$\vec{A} \times \vec{B} =$	\hat{a}_x	\hat{a}_y	\hat{a}_z
\rightarrow	A_x	A_y	A_z
\rightarrow	B_x	B_y	B_z

إذا ما عرف لزاوية بينهم بعد

cross product بينهم باستخدام Matrix

$\vec{A} \times \vec{B} = (-1)^{1+1} (A_y B_z - A_z B_y) \hat{a}_x$
 $+ (-1)^{1+2} (A_x B_z - A_z B_x) \hat{a}_y$
 $+ (-1)^{1+3} (A_x B_y - A_y B_x) \hat{a}_z$

أول مرة رجعنا أول عامود و ضرب

الـ second row بـ second column

و ضرب الـ first و الـ third و آخر الـ first رجعنا ثالث

عامود و ضرب الـ first و الـ third

$$\theta = \sin^{-1} \left(\frac{|\vec{A} \times \vec{B}|}{|\vec{A}| |\vec{B}|} \right)$$

- إذا طلب مني الزاوية ←
 بطرح $\vec{A} \times \vec{B}$ باستخدام الـ matrix حسب
 القانون، وجد من باخذ الـ magnitude الـ
 الـ magnitude من الـ matrix، وباخذ
 الـ magnitude لـ \vec{A} و \vec{B} و قسم $\frac{|\vec{A} \times \vec{B}|}{|\vec{A}| |\vec{B}|}$

ولقد استخدمت (\sin^{-1}) لأنني
 أعلم أن الزاوية بين \vec{a} و \vec{b} هي θ

Properties of cross product

$$1) \vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$$

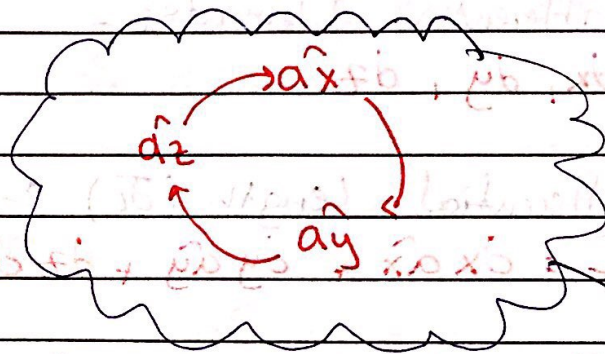
$$2) \vec{A} \times (\vec{B} \times \vec{C}) \neq (\vec{A} \times \vec{B}) \times \vec{C}$$

$$3) |\vec{a} \times \vec{a}| = 0$$

لأن الزاوية بين \vec{a} و \vec{a} هي 0
 $0 = (\sin 0)$

السالب للأعداد

الأولية للأقواس



إذا كانت مع عقارب الساعة يكون موجب، وإذا عكس عقارب الساعة سالب

Vector projection along another vectors —

↳ 1) Scalar projections —

$$AB = \vec{A} \cdot \hat{a}_B$$

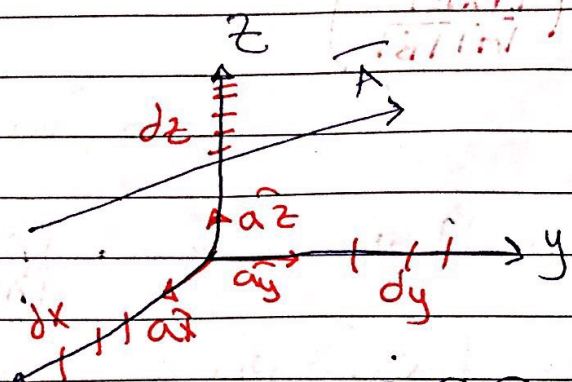
2) Vector projections —

$$\vec{AB} = (\vec{A} \cdot \hat{a}_B) \hat{a}_B, \quad \hat{a}_B = \frac{\vec{B}}{B}$$

لعلنا طلب الـ vector projection أو الـ scalar projection
 الـ vector projection هي $(\vec{A} \cdot \hat{a}_B) \hat{a}_B$ و الـ scalar projection هي $\vec{A} \cdot \hat{a}_B$
 الـ scalar projection هي $\vec{A} \cdot \hat{a}_B$ و الـ vector projection هي $(\vec{A} \cdot \hat{a}_B) \hat{a}_B$

* CH #2

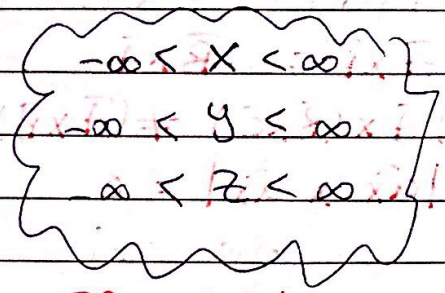
1) Cartesian Coordinates



$$\vec{A} = A_x \hat{a}_x + A_y \hat{a}_y + A_z \hat{a}_z$$

- Differential Elements -

$$dx, dy, dz$$



3D object
Infinite Box

* Differential Length (\vec{dl}) :-

$$\vec{dl} = dx \hat{a}_x + dy \hat{a}_y + dz \hat{a}_z$$

* Differential Normal Surface Area (\vec{ds})

$$\vec{ds}_{front} = dy dz \hat{a}_x$$

بالوجه الأمامي يكون عندئذٍ هذا السطح موازاً للوجهين الآخريين وهو \hat{a}_x

$$\vec{ds}_{back} = -dy dz \hat{a}_x$$

السالب لأنّه لا يكون موازاً للوجهين

$$\vec{ds}_{right} = dx dz \hat{a}_y$$

لأنّه خارج للوجهين

$$\vec{ds}_{left} = -dx dz \hat{a}_y$$

$$\vec{ds}_{top} = dx dy \hat{a}_z$$

$$\vec{ds}_{bottom} = -dx dy \hat{a}_z$$

Differential Volume (dV)

$$dV = dx dy dz$$

vector \cdot scalar \rightarrow scalar

* 2D Surface (we fix one variable only).

- if $x = \text{constant}$ (not zero).

↳ infinite plane parallel to yz plane.

لو سألني سؤالي ما هو الجواب على ذلك هو yz plane
التي هي $(-ax)$ و (ax) حيث a هي ثابتة في yz Plane

- if $x = 0$

↳ infinite plane along yz plane.

- if $y = \text{constant}$ (not zero)

↳ infinite plane parallel to xz plane

- if $y = 0$

↳ infinite plane along xz plane

- if $z = \text{constant}$ (not zero)

↳ infinite plane parallel to xy plane

- if $z = 0$

↳ infinite plane along xy plane.

** 1D Segment (we fix two variables).

- if x, z are constants (not zero) ($x \neq 0, z \neq 0$).

↳ infinite line parallel to y -axis.

- if $x = 0, z = 0$

↳ infinite line along y -axis.

- if y, z constants ($y \neq 0, z \neq 0$).

↳ infinite line parallel to x -axis.

-if $y=0, z=0$.

↳ infinite line along x-axis.

-if x, y are constants ($x \neq 0, y \neq 0$)

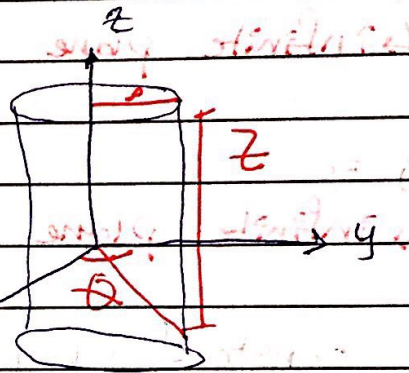
↳ infinite line parallel to z-axis.

-if $x=0, y=0$.

↳ infinite line along z-axis.

* Cylindrical coordinates:

$$\begin{aligned} 0 < \rho < \infty \\ 0 < \phi < 2\pi \\ -\infty < z < \infty \end{aligned}$$



Infinite solid cylinder.

$$\vec{A} = A_\rho \hat{a}_\rho + A_\phi \hat{a}_\phi + A_z \hat{a}_z$$

* Differential Elements -

$d\rho, \rho d\phi, dz$

$$dL = d\rho \hat{a}_\rho + \rho d\phi \hat{a}_\phi + dz \hat{a}_z$$

$$dS_{top} = \rho d\rho d\phi \hat{a}_z$$

$$dS_{bottom} = -\rho d\rho d\phi \hat{a}_z$$

$$dS_{side} = \rho d\phi dz \hat{a}_\rho$$

$$dS_{cut} (\phi = \text{constant}) = d\rho dz \hat{a}_\phi$$

$$dV = \rho d\rho d\phi dz$$

عند معرفة ρ يعرف ϕ على المساحة و dz يعرف dV على المساحة

Const ϕ هو

يقوم على

* 2D Surface (we fix one variable)

- $\rho = \text{constant} \rightarrow$ infinite hollow cylinder

$\rho = 0 \rightarrow$ inf line along z-axis

- $\phi = \text{constant} \rightarrow$ semi-infinite plane

$\phi = 90^\circ \rightarrow$ semi-inf plane along yz plane.

- $z = \text{constant} \rightarrow$ inf. Disk // xy plane

$z = 0 \rightarrow$ inf. Disk along xy plane.

* 1D Surface (we fix 2 variables)

- ρ, ϕ constants & $\rho \neq 0$
 \hookrightarrow inf. Line parallel to z-axis

- ρ, ϕ constants & $\rho = 0$
 \hookrightarrow inf. Line along z-axis

- ρ, z constants ($z \neq 0, \rho > 0$)

\hookrightarrow Circle // xy plane

- ρ, z constants ($z = 0, \rho > 0$)

\hookrightarrow Circle along xy plane

- ρ, z constants ($\rho = 0$)

\hookrightarrow point

- ϕ, z constants

\hookrightarrow semi-inf line (Ray)

* Spherical coordinates -

$$\begin{aligned} 0 < r < \infty \\ 0 \leq \theta \leq \pi \\ 0 \leq \phi \leq 2\pi \end{aligned}$$

3D object
Infinite solid

Sphere

$$\vec{A} = A_r \hat{r} + A_\theta \hat{\theta} + A_\phi \hat{\phi}$$

* Differential Elements -

$$dr, r d\theta, r \sin\theta d\phi$$

$$d\vec{L} = dr \hat{r} + r d\theta \hat{\theta} + r \sin\theta d\phi \hat{\phi}$$

$$d\vec{s}_{\text{surface}} = r^2 \sin\theta d\theta d\phi \hat{r}$$

$$d\vec{s}_\theta = r \sin\theta dr d\phi \hat{\theta}$$

$$d\vec{s}_\phi = r dr d\theta \hat{\phi}$$

$$dV = r^2 \sin\theta dr d\theta d\phi$$

* 2D Surface (we fix one variable) -

- if $r = \text{constant}$ ($r \neq 0$) \rightarrow hollow sphere

- if $r = 0 \rightarrow$ point

- if $\theta = \text{constant}$

$\hookrightarrow \theta \in (0, 90)$ and $(90, 180) \rightarrow$ inf. hollow cone

$\hookrightarrow \theta = 90^\circ \rightarrow$ inf. disk along xy plane

$\hookrightarrow \theta = 0^\circ \rightarrow$ semi-inf. line in the +ve z-axis

$\hookrightarrow \theta = 180^\circ \rightarrow$ semi-inf. line in the -ve z-axis

- if $\phi = \text{constant} \rightarrow$ semi-inf. Disk

$\hookrightarrow \phi = 90^\circ \rightarrow$ semi-inf. Disk along yz plane

* 1D Segment (we fix 2 variables).

- if r, θ constants

$\hookrightarrow (r > 0), (\theta \neq 90^\circ) \rightarrow$ Circle // xy plane

$\hookrightarrow (r > 0), (\theta = 90^\circ) \rightarrow$ Circle along xy plane

$\hookrightarrow r = 0 \rightarrow$ point

- if r, ϕ constants

$\hookrightarrow (r > 0) \rightarrow$ half circle

$\hookrightarrow (r = 0) \rightarrow$ point

- if θ, ϕ are constants

\hookrightarrow semi-inf. Line (\neq Ray).

* Transformation between ~~Cartesian~~ coordinates -

$(x, y, z) \rightarrow (\rho, \phi, z)$

$$\rho = \sqrt{x^2 + y^2}, \quad \phi = \tan^{-1}\left(\frac{y}{x}\right), \quad z = z.$$

$(\rho, \phi, z) \rightarrow (x, y, z)$

$$x = \rho \cos \phi, \quad y = \rho \sin \phi, \quad z = z$$

$(x, y, z) \rightarrow (r, \theta, \phi)$

$$r = \sqrt{x^2 + y^2 + z^2}, \quad \theta = \tan^{-1}\left(\frac{\sqrt{x^2 + y^2}}{z}\right), \quad \phi = \tan^{-1}\left(\frac{y}{x}\right)$$

~~Cartesian coordinates~~

* $(r, \theta, \phi) \rightarrow (x, y, z)$

$x = r \sin \theta \cos \phi$, $y = r \sin \theta \sin \phi$, $z = r \cos \theta$

~~* $(r, \theta, \phi) \rightarrow (x, y, z)$~~

* $(\rho, \phi, z) \rightarrow (r, \theta, \phi)$

$r = \sqrt{\rho^2 + z^2}$, $\theta = \tan^{-1}(\frac{\rho}{z})$, $\phi = \phi$

* $(r, \theta, \phi) \rightarrow (\rho, \phi, z)$

$\rho = r \sin \theta$, $\phi = \phi$, $z = r \cos \theta$

القواسم التي قبلها تكون لتحويل نقاط من Vectors

* Vectors Transformation

$$\begin{bmatrix} A\rho \\ A\phi \\ Az \end{bmatrix} = \begin{bmatrix} \cos\phi & \sin\phi & 0 \\ -\sin\phi & \cos\phi & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} Ax \\ Ay \\ Az \end{bmatrix}$$

هذا matrix يكون
مصفوفة بالتحويلات

للطوب

للطوب

$A\rho = \cos\phi Ax + \sin\phi Ay$

$\therefore \dots \dots \dots$

لو طلب مني ان Cartesian و اس من cylindrical كيف انا انا

بأخذ ان transpose يعني ان كل عنصر في صف واحد يعني بطريقه

$(\frac{\rho}{z}) \tan^{-1} = \phi$, $(\frac{\sqrt{\rho^2 + z^2}}{z}) \cos^{-1} = \theta$

* CH # 3

* Line Integrals -

$$\int_C \vec{A} \cdot d\vec{L}$$

ہر ایک تکیوں
ای واحد سے لقواسیر
الی اخذنا ہے

* Surface Integrals -

$$\int_S \vec{A} \cdot d\vec{s}$$

* Volume Integrals -

$$\int_V |\vec{A}| dV$$

* Del operator (∇)

- in Cartesian

$$\nabla v = \frac{\partial v}{\partial x} \hat{a}_x + \frac{\partial v}{\partial y} \hat{a}_y + \frac{\partial v}{\partial z} \hat{a}_z$$

Partial
Partial

اس طرح

Gradient

$\nabla * V = \text{vector}$

vector ↓

Scalar

- in cylindrical

$$\nabla u = \frac{\partial u}{\partial \rho} \hat{a}_\rho + \frac{1}{\rho} \frac{\partial u}{\partial \phi} \hat{a}_\phi + \frac{\partial u}{\partial z} \hat{a}_z$$

- in spherical

$$\nabla T = \frac{\partial T}{\partial r} \hat{a}_r + \frac{1}{r} \frac{\partial T}{\partial \theta} \hat{a}_\theta + \frac{1}{r \sin \theta} \frac{\partial T}{\partial \phi} \hat{a}_\phi$$

*CH 4

- Coulomb's Law

↳ the force between two point charges is along the line joining them, directly proportional to Q_1, Q_2 and inversely proportional to the square of the distance between them.

$$F = k \frac{Q_1 Q_2}{R^2} \text{ (N)}, \quad k = \frac{1}{4\pi\epsilon_0}, \quad \epsilon_0 = \frac{10^{-9}}{36\pi} \text{ (F/m)}$$

magnitude only, \downarrow
only

* F as a vector quantity -

↳ ① $\vec{F}_{12} = \frac{Q_1 Q_2}{4\pi\epsilon_0 R^2} \hat{a}_{R_{12}}$
Force on Q_2 due to Q_1

$$\hat{a}_{R_{12}} = \frac{\vec{R}_{12}}{|\vec{R}_{12}|}$$

↳ ② $\vec{F}_{12} = \frac{Q_1 Q_2 \cdot \vec{R}_{12}}{4\pi\epsilon_0 R^3}$

↳ ③ $\vec{F}_{12} = \frac{Q_1 Q_2 (\vec{r}_2 - \vec{r}_1)}{4\pi\epsilon_0 |\vec{r}_2 - \vec{r}_1|^3}$

قانون كولوم (1) و (2) و (3) نفس الشيء ولكن بآثار مختلفة

* Force due to N-Point charges -

$$\vec{F} = \frac{Q}{4\pi\epsilon_0} \sum_{k=1}^N \frac{Q_k (\vec{r} - \vec{r}_k)}{|\vec{r} - \vec{r}_k|^3}$$

$\vec{F}_{12} = -\vec{F}_{21}$
نفس المقدار، نفس الاتجاه

↳ Using Superposition Principle

Field \rightarrow التي بيها أحسب
عن اللى بيأثروا على

1. the distance between Q_1 & Q_2 must be large compared to their bodies (point charges)

2. Q_1 & Q_2 must be static (at rest)

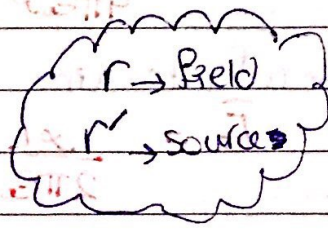
Source \rightarrow اللى بيأثروا على
اللى بيأثر على اللى بيأثر على

+ve

* Electric Field intensity is the force that a + charge experiences when placed in an Electric Field.

$$\vec{E} = \frac{\vec{F}}{Q} \quad (\text{N/C}) \text{ or } (\text{V/m})$$

$$\vec{E} = \frac{Q}{4\pi\epsilon_0 r^2} \hat{r} = \frac{Q(\vec{r}-\vec{r}')}{4\pi\epsilon_0 |\vec{r}-\vec{r}'|^3}$$



For N-point charges-

$$\vec{E} = \frac{1}{4\pi\epsilon_0} \sum_{k=1}^N \frac{Q_k (\vec{r}-\vec{r}_k)}{|\vec{r}-\vec{r}_k|^3}$$

Electric Fields due to continuous charge distributions -

$\rho_L \rightarrow$ Line charge density (C/m)

$\rho_s \rightarrow$ Surface charge density (C/m²)

$\rho_v \rightarrow$ Volume charge density (C/m³)

don't mix between ρ for cylindrical radial and ρ for surface.

Total charges -

1) Line charge.

$$dQ = \rho_L dL \rightarrow Q = \int_L \rho_L dL$$

- Electric Field intensity

1) Line charge.

$$\vec{E} = \int_L \frac{\rho_L dL}{4\pi\epsilon_0 R^2} \hat{a}_r$$

Surface charge

$$dQ = \rho_s ds \rightarrow Q = \int_s \rho_s ds$$

2) Surface charge

$$\vec{E} = \int_s \frac{\rho_s ds}{4\pi\epsilon_0 R^2} \hat{a}_r$$

Volume charge

$$dQ = \rho_v dv \rightarrow Q = \int_v \rho_v dv$$

3) Volume charge

$$\vec{E} = \int_v \frac{\rho_v dv}{4\pi\epsilon_0 R^2} \hat{a}_r$$

* Line Charge

- Finite line charge

$$\vec{E} = \frac{\rho L}{4\pi\epsilon_0} \left[-(\sin\alpha_2 - \sin\alpha_1) \hat{a}_\rho + (\cos\alpha_2 - \cos\alpha_1) \hat{a}_z \right] \text{ (V/m)}$$

- infinite line charge

$$\vec{E} = \frac{\rho L}{2\pi\epsilon_0} \hat{a}_\rho \text{ (V/m)}$$

* Surface Charge

- infinite sheet of charge

$$\vec{E} = \frac{\rho_s}{2\epsilon_0} \hat{a}_n \text{ (V/m)}, \text{ } \hat{a}_n \text{ is unit vector normal to the sheet.}$$

- For parallel plate capacitor:

$$\vec{E} = \frac{\rho_s}{\epsilon_0} \hat{a}_n \text{ (V/m)}$$

Volume charge

$$\vec{E} = \frac{Q}{4\pi\epsilon_0 r^2} \hat{a}_r \text{ (V/m)}$$

Electric Flux Density & -

$$\vec{D} = \epsilon_0 \vec{E} \text{ (C/m}^2\text{)}$$

infinite sheet of ~~charge~~ charge

$$\vec{D} = \rho_s \hat{a}_n \text{ (C/m}^2\text{)}$$

infinite line charge

$$\vec{D} = \rho L \hat{a}_\rho \text{ (C/m}^2\text{)}$$

Volume charge distribution

$$\vec{D} = \int \frac{\rho_v dV}{4\pi R^2} \hat{a}_r$$

The flux (\vec{D}) is independent of the medium
القوة \vec{D} هي مستقلة عن الوسط

* Gauss's Law -

↳ total electric flux through closed surface is equal to the total charge enclosed by that surface.

$$Q = \oint_S \vec{D} \cdot d\vec{s} = \int_V \rho_v dV$$

enclosed surface

- First Maxwell's equation in integral form

$$\oint_S \vec{D} \cdot d\vec{s} = \int_V \rho_v dV$$

- First Maxwell's equation in point form

$$\rho_v = \nabla \cdot \vec{D}$$

+ Electric Potentials -

$$W = -Q \int_A^B \vec{E} \cdot d\vec{L} \quad (\text{J})$$

work (potential energy) required to move Q from point A to point B.

negative sign means the work is done by an external agent.

$$V_{AB} = \frac{W}{Q} = - \int_A^B \vec{E} \cdot d\vec{L} \quad (\text{J/C}) \quad (\text{V})$$

V_{AB} is potential difference between A & B
A is the initial point
B is the final point

if V_{AB} is **positive**
↳ gain in potential
↳ external agent performs the work

if V_{AB} is **negative**
↳ loss in potential
↳ work is being done by the field.

$$V_{AB} = V_B - V_A$$

* For a point charge -

$$V_{AB} = \frac{Q}{4\pi\epsilon_0} \left[\frac{1}{r_B} - \frac{1}{r_A} \right]$$

ref point charges to 1/1
 بالسؤال الجواب
 $V_{\infty} = 0$

* Line charge

$$V(r) = \frac{1}{4\pi\epsilon_0} \int \frac{\rho_L dl}{|r-r'|}$$

- Surface charge

$$V(r) = \frac{1}{4\pi\epsilon_0} \int \frac{\rho_s ds'}{|r-r'|}$$

- Volume charge

$$V(r) = \frac{1}{4\pi\epsilon_0} \int \frac{\rho_v dv'}{|r-r'|}$$

$$E = -\nabla V$$

\vec{E} is opposite to the direction in which V increases

* Electric dipole -

$$V = \frac{Q}{4\pi\epsilon_0} \left(\frac{1}{r_1} - \frac{1}{r_2} \right)$$

or

$$V = \frac{Qd \cos\theta}{4\pi\epsilon_0 r^2}$$

- define dipole moment $\vec{P} = Q\vec{d}$

$$V = \frac{P \cos\theta}{4\pi\epsilon_0 r^2}$$

or

$$V = \frac{P \cdot \hat{a}_r}{4\pi\epsilon_0 r^2}$$

$$\vec{E} = \frac{P}{4\pi\epsilon_0 r^3} (2\cos\theta \hat{a}_r + \sin\theta \hat{a}_\theta)$$