## **Streamlining** SPH4C

The frictional forces that act on an object's motion through a fluid are called	
To reduce drag, a technique called	_ is used.
Streamlining is the process of	by altering the design
(shape and surface features) of an object that moves rapidly relative to a fluid.	
Streamlined flow is the same as flow.	
The turbulent behind the non-streamlined object is a	
region,	
	Waterflow
Small drag in streamlined position	
Large drag in unstreamlined position	
Streamlining is found in nature in that move	e quickly though water or the air.
Scientists study this streamlining and try to it	in technology.
Models are tested in computer simulations and in wind tunnel and water tank tests.	
Scientists communicate the amount of drag something has with a number referred to as the ().	
The the drag coefficient the	_ there is.
E.g.: A highly streamlined airplane wing is around $C_d = $	while an open parachute
designed for maximum drag is around $C_d = \underline{\hspace{1cm}}$ .	
In the 1930's, when gas was inexpensive, most cars had a drag coefficient of $C_d = $ ;	
today most cars have a coefficient of about $C_d = \underline{}$ .	