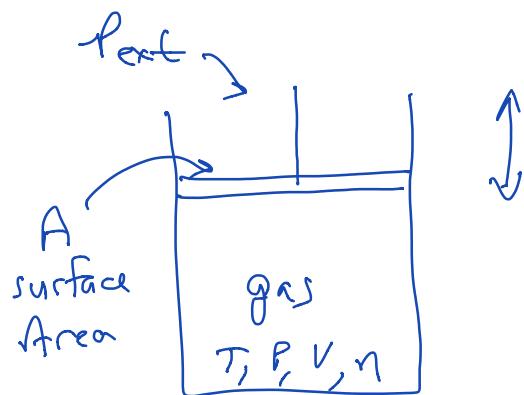
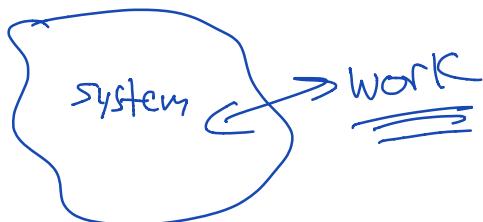


Work :

pressure - volume work



$$dW = -P_{\text{ext}} dV$$

*
*
A

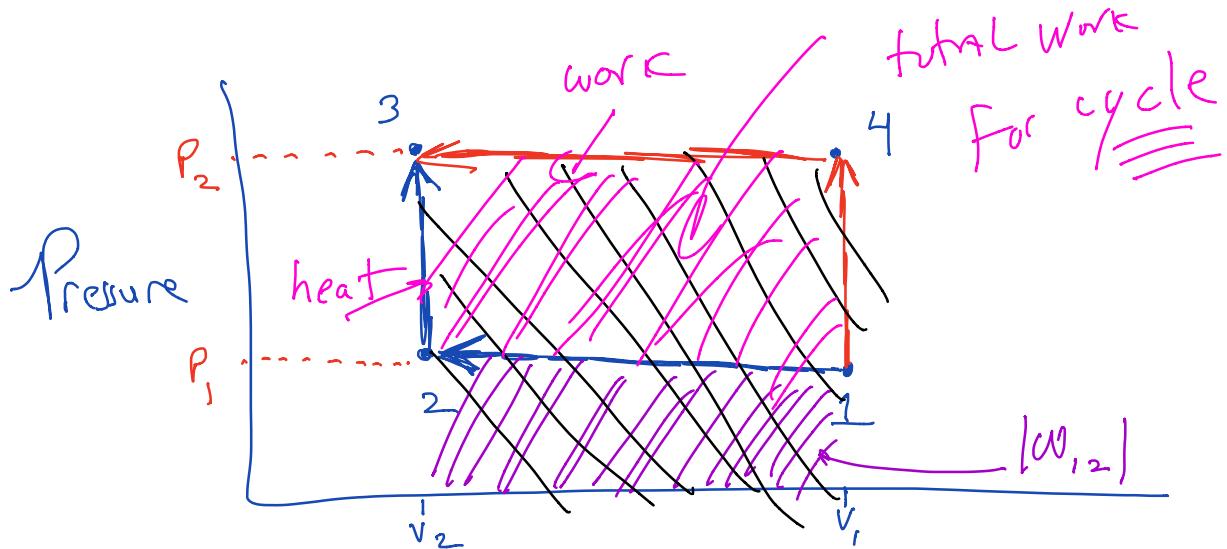
Sign convention

+ dW = environment does work on system

- dW = system does work on ENV.

Work is not a state function!!

$\oint dW = 0$ not necessarily



$$\delta W_{1 \rightarrow 2 \rightarrow 3} = -P_{\text{ext}} dV \quad \text{Volume}$$

$$\begin{aligned}\delta W_{1 \rightarrow 2} &= -P_{\text{ext}} dV \\ &= -P_1 dV\end{aligned}$$

$$W_{1 \rightarrow 2} = \int_{V_1}^{V_2} \delta W_{1 \rightarrow 2} = \int_{V_1}^{V_2} -P_1 dV = -P_1 \int_{V_1}^{V_2} dV \rightarrow \boxed{W_{1 \rightarrow 2} = -P_1 (V_2 - V_1)} \quad \textcircled{A}$$

$$W_{2 \rightarrow 3} = \int_{V_2}^{V_3} -P_{\text{ext}} dV = \textcircled{O}$$

$$W_{4 \rightarrow 3} = \int_{V_4}^{V_3} -P_{\text{ext}} dV = \int_{V_4}^{V_3} -P_2 dV = -P_2 (V_2 - V_1) \quad \textcircled{B}$$

$$W_{4 \rightarrow 3} = -P_2(V_2 - V_1) \quad W_{1 \rightarrow 3} = -P_1(V_2 - V_1)$$

\therefore Work is path dependent

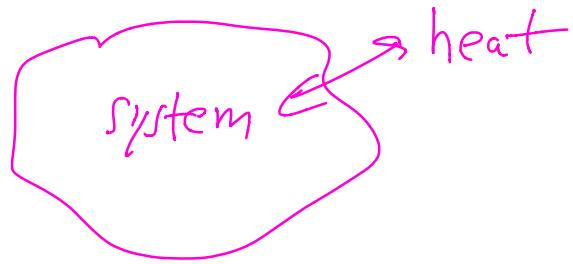
not state function

Work can't be written as a
function of state variable

$$P = \frac{NRT}{V} = P(V, T, n)$$

- $W \neq f(\text{state variables}) !!$
- $\int dW \neq 0$
- Work is -(area under curve) of
 $P-V$ diagram
- There is no ΔW only W !!!

Work ↗



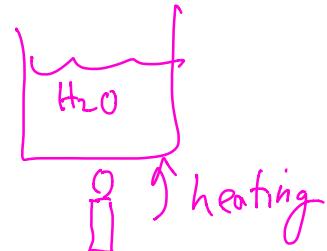
heat → leads to Δ in temperature

$$\Delta T = T_2 - T_1$$

$$\Delta T = \frac{q}{C}$$

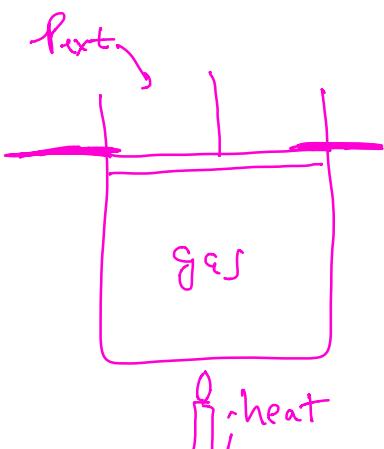
heat capacity

specific heat



$$q = C \Delta T$$

$$dq = C dT$$



C constant pressure expansion

$$dq_p = C_p dT$$

C constant heat c

constant volume

$$dq_v = C_v dT$$

heat interaction is path dependent

$$C_p > C_v$$

Turns out that C_p, C_v
are functions of Temperature.

$$\rightarrow C_p(T), C_v(T)$$

$$C_p(T) > C_v(T)$$

no Δq only q

$$\int_1^2 dq = q_{1 \rightarrow 2}$$

Work, w

heat, q

not path-independent
not state functions

Relation between q, w

J. P. Joule

↳ showed equivalence of heat & work.

heat & work are interconvertible

And he showed:

conservation: in theory

all heat \rightarrow all work

and all work \rightarrow all heat