

### Problem-Solving Strategy 30.1 Inductors in Circuits

**IDENTIFY** *the relevant concepts:* An inductor is just another circuit element, like a source of emf, a resistor, or a capacitor. One key difference is that when an inductor is included in a circuit, all the voltages, currents, and capacitor charges are in general functions of time, not constants as they have been in most of our previous circuit analysis. But Kirchhoff's rules (see Section 26.2) are still valid. When the voltages and currents vary with time, Kirchhoff's rules hold at each instant of time.

**SET UP** *the problem* using the following steps:

1. Follow the procedure described in Problem-Solving Strategy 26.2 (Section 26.2). Draw a circuit diagram and label all quantities, known and unknown. Apply the junction rule immediately so as to express the currents in terms of as few quantities as possible.
2. Determine which quantities are the target variables.

**EXECUTE** *the solution* as follows:

1. As in Problem-Solving Strategy 26.2, apply Kirchhoff's loop rule to each loop in the circuit.
2. Review the sign rules given in Problem-Solving Strategy 26.2. To get the correct sign for the potential difference between the terminals of an inductor, apply Lenz's law and the sign rule described in Section 30.2 in connection with Eq. (30.7) and Fig. 30.6. In Kirchhoff's loop rule, when we go through an inductor in the *same* direction as the assumed current, we encounter a voltage *drop* equal to  $L di/dt$ , so the corresponding term in the loop equation is  $-L di/dt$ . When we go through an inductor in the *opposite* direction from the assumed current, the potential difference is reversed and the term to use in the loop equation is  $+L di/dt$ .
3. Solve for the target variables.

**EVALUATE** *your answer:* Check whether your answer is consistent with the behavior of inductors. By Lenz's law, if the current through an inductor is changing, your result should indicate that the potential difference across the inductor opposes the change.