LAMPIRAN B

KODE UDF UNTUK KONDISI BATAS SLIP

```c
#include "udf.h"
DEFINE_PROFILE(shear_stressx, thread, nv)
{
  face_t f ;                         /* declare "f" to be a variable of type "Face" */
  cell_t c0 ;                        /* declare "c0" to be a variable of type "Cell" */

  Thread *t0 =THREAD_T0(thread); /* declare "t0" to be a variable of type "Thread" */
  float b,miu,u,uw,uderivate,sstressx; /* local variables SI units */

    begin_f_loop(f, thread)
      {
        b = 1*pow(10,-6);
        miu = 1*pow(10,-3);
        c0 = F_C0(f,thread);             /* pointer to neighboring cell */
        uderivate = C_DUDY(c0,t0);     /* static P at cell "c0" */
        uw = C_U(c0, t0);                /* get u near the wall */
        u =uw-b*uderivate;               /*get slip wall velocity uw */
        F_U(f, thread)=u;
        sstressx = miu*uderivate;        /* get t */
        F_PROFILE(f,thread,nv) = sstressx;
      }
    end_f_loop(f,thread)
    printf("sstressx=%g atm \n", sstressx);      /* debug statement */
}
```