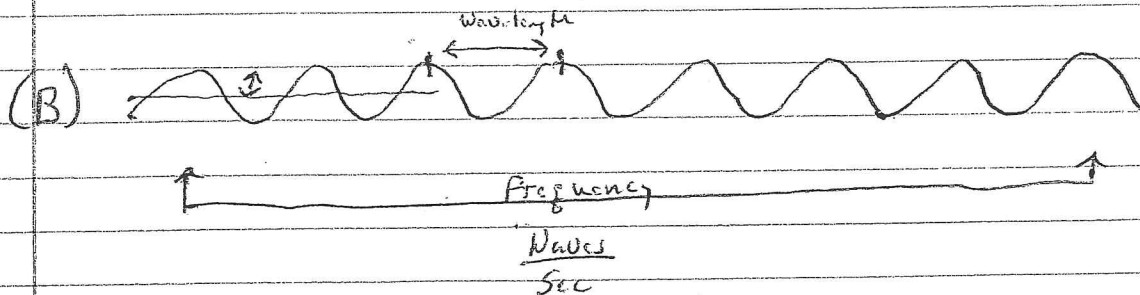
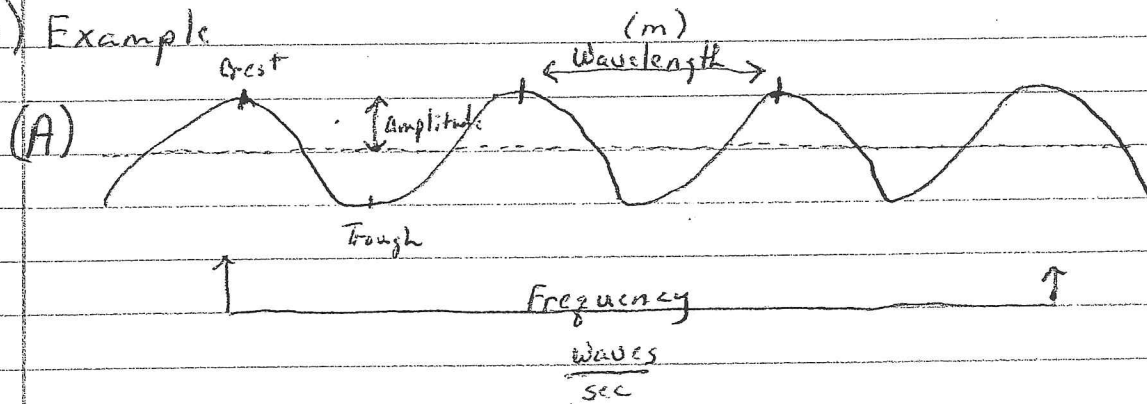


Waves

- 1) Wave - a disturbance that carries energy through matter or space.
- 2) Medium - matter through which a wave travels.
- 3) Mechanical wave - Wave that requires a medium.
- 4) Electromagnetic wave - Consist of changing electric and magnetic fields in space.
Note: Does not require a medium. Example: light.
- 5) Energy - ability to exert a force over a certain distance or to do work.
Note: The bigger the wave is, the more energy it carries.
- 6) Vibration - back and forth movement of an object.
Note: Most waves are caused by vibrating objects.
- 7) Simple harmonic motion - where a spring is expanded or compressed, it exerts a force that moves the mass back to the original resting position.
Note: Mass bounces up and down are vibration.
- 8) Damped harmonic motion - where a vibration fades out as energy is transferred from one object to another.

9) Transverse Waves - Wave in which the wave motion is perpendicular to the particle motion.

10) Example



11) Wavelength - Distance from the crest of one wave to the next wave. (cm or m units)

12) Frequency - number of waves that passes a given point per second. ($\frac{\text{Waves or Vibrations}}{\text{Sec}} = \text{Hz}$)

13) Relationship of Wavelength and Frequency:

$$C = \lambda F$$

$C = \text{speed of light } 3.00 \times 10^8 \text{ m/s}$

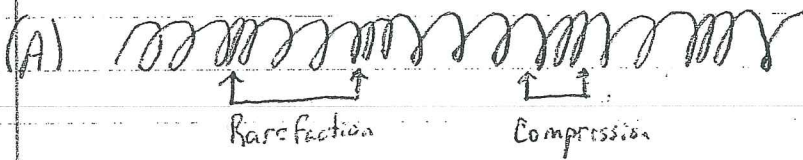
$\lambda = \text{Wavelength } \text{m}$

$F = \text{Frequency } \text{1/s}$


$\left(F = \frac{C}{\lambda} \text{ or } \lambda = \frac{C}{F} \right)$
Inversely proportional
 (2)

14) Longitudinal Wave - Waves that cause the particles in a medium to vibrate parallel to the direction of wave motion.

15) Example



16) Surface Wave - Wave in which the particles in a surface wave move both perpendicularly and parallel to the direction in which the wave travels.

Example: Ocean waves  A hand-drawn diagram of a surface wave. The wave is represented by a single cycle of a sine wave. A small circle is drawn on the crest of the wave, with a downward-pointing arrow and a rightward-pointing arrow, indicating the combined motion of particles in a surface wave.

17) Amplitude - distance of $\frac{1}{2}$ from the crest to the trough.



18) Wave height - distance from the crest to the trough.



Note: Amplitude usually applies to the energy in a wave.

- 19) Period -
- 1) time required for one complete vibration.
 - 2) time required for one rise and fall on the ocean.
 - 3) time required for one full wavelength of a wave to pass a certain point.

20) Frequency - number of wavelengths that pass a point in a given time interval.

21) Hertz (Hz) - SI unit for frequency F or ν $\frac{\text{waves}}{\text{sec}}$, $\frac{\text{vib}}{\text{sec}}$

22) Calculation: $F = \frac{1}{\text{period}}$

Note: What is the frequency if a wave crest passes a point every 2 seconds?

period = 2 sec $F = \underline{\hspace{2cm}}$

$$F = \frac{1}{\text{period}} = \frac{1}{2 \text{ sec}} = 0.5 \text{ Hz}$$

23) Wave speed - wavelength divide by period or wavelength times frequency.

Note: $V = \lambda F$

$V = \text{Velocity}$

$\lambda = \text{Wavelength}$

$F = \text{Frequency}$

24) Problem: Green light has a wavelength of $5.20 \times 10^{-7} \text{ m}$. The speed of light is $3.00 \times 10^8 \text{ m/s}$. What is the frequency of the green light waves?

(4)

24) Continue: $\lambda = 5.20 \times 10^{-7} \text{ m}$ $= 3.00 \times 10^8 \text{ m/s}$ $F = \underline{\hspace{2cm}}$

$$\frac{V}{\lambda} = \frac{F\lambda}{\lambda} \quad F = \frac{V}{\lambda} = \frac{3.00 \times 10^8 \text{ m/s}}{5.20 \times 10^{-7} \text{ m}} = 5.77 \times 10^{14} \frac{1}{\text{s}}$$

$$= 5.77 \times 10^{14} \text{ Hz}$$

25) Wave speed medium - Measure of wave speed based on the medium type solid, liquid or gas.

Note: The closer the molecules are to each other the faster energy travels. Fastest solid, liquid, gas.

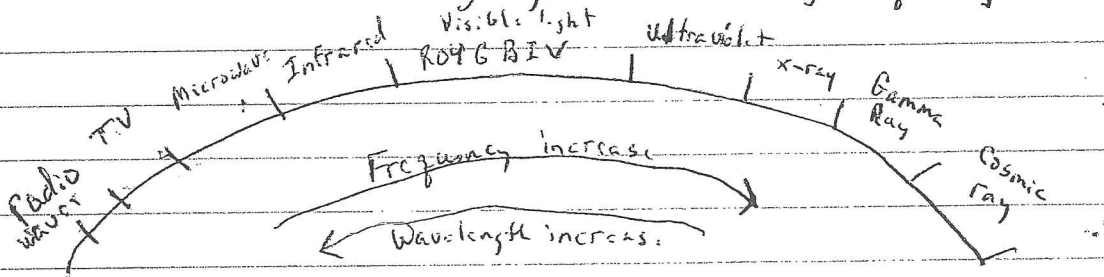
15×10^3 $4 \times$ 1

26) Speed of light - $3.00 \times 10^8 \text{ m/s}$ in a vacuum.

27) Light - Form of energy that is electromagnetic radiation that acts as a wave and a particle like characteristics.

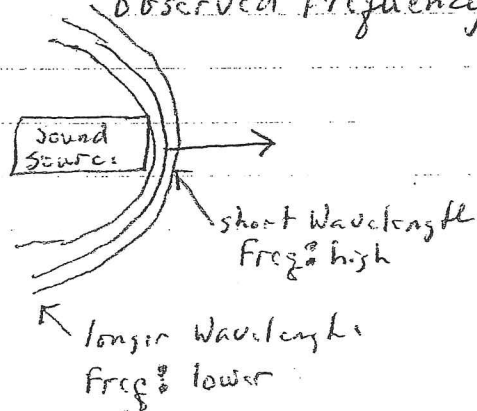
28) Electromagnetic radiation - Form of energy that exhibits wave like behavior as it travels through space.

29) Electromagnetic spectrum - all the forms of electromagnetic radiation going from low to high frequency.



30 Doppler Effect - measure of the effect of motion between the source of waves and the observer creating a change in the observed frequency.

Note:



31) Reflection - bouncing back of a wave when it meets a surface or boundary.

32) Diffraction - bending of waves as they pass an edge and is dependent on its wavelength and on the size of the barrier or opening.

33) Refraction - bending of waves when they pass from one medium into another.

34) Interference - occurs when several waves are in the same location, they combine to produce a single, new wave that is different from the original waves.

Note: Once these waves pass through each other and move on, they return to the original shape.

(6)

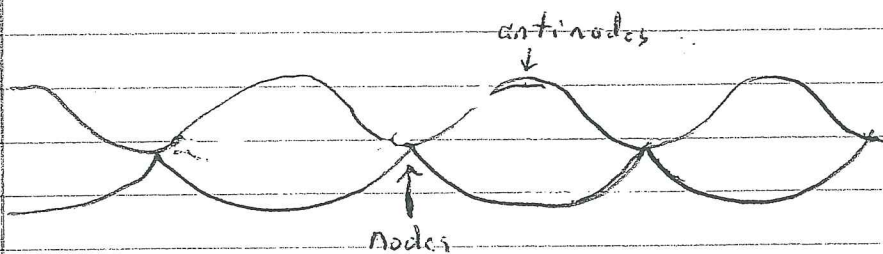
35) Constructive interference - occurs when waves overlap and the results is a wave whose amplitude is the sum of the amplitudes of the two individual waves.

36) destructive interference - occurs when waves overlap and the results is a smaller amplitude than the larger of the two waves.

37) Standing wave - occurs from the results of interference between a wave and its reflected wave.

38) Node - point where the crest of the original wave meets the trough of the reflected waves. Point of complete destructive interference.

39) Antinode - midway between the nodes lie points of maximum vibration.



Sound and light

- 1) Sound waves - caused by vibrations and carry energy through a medium as longitudinal waves.
- 2) Speed of sound - dependent on the matter the sound wave travels through. The closer the particles are to each other the faster it travels.
Note: (Best) Solid \rightarrow liquid \rightarrow gas (Worst)
- 3) Intensity of sound - loudness of a sound depends on the amplitude of the sound wave.
- 4) Decibels (dB) - measure of the amplitude of sound.
Note: An increase in intensity of 10 dB seems to double the loudness.
 - 1) Cats purring - 30 dB
 - 2) Vacuum cleaner - 70 dB
 - 3) Lawn Mower - 90 dB
 - 4) Threshold of Pain - 120 dB
- 5) Pitch - measure of the frequency of a sound.
- 6) Infrasound - sound waves whose frequency is below the range of human hearing.
- 7) Ultrasound - sound waves whose frequency is above the range of human hearing.