

## Wave Properties

Wave Ch2a

Because waves possess \_\_\_\_\_, but not \_\_\_\_\_, they have special properties.

### 1) Reflection

Something waves & particles share in common is \_\_\_\_\_.

If there is a sudden change in medium, most of a wave's

\_\_\_\_\_ will reflect off the medium interface at

\_\_\_\_\_ angle that it struck.

A common type of wave speed problem involves \_\_\_\_\_.

**WARNING:** if a wave echoes off a wall, the distance traveled \_\_\_\_\_ the separation.

### 2) Interference (Superposition)

When two waves "collide" they \_\_\_\_\_ each other instead of \_\_\_\_\_ off each other. As they pass through, their amplitudes temporarily \_\_\_\_/\_\_\_\_\_. Addition is called constructive interference, \_\_\_\_\_ is called \_\_\_\_\_ interference.

#### a. Resonance (consistent additive \_\_\_\_\_)

When small \_\_\_\_\_ are added to an object at the same \_\_\_\_\_ as the object naturally wants to vibrate, the wave pulses keep \_\_\_\_\_ to form a \_\_\_\_\_ wave.

#### b. Beats (out of phase \_\_\_\_\_)

When two waves overlap but have slightly different \_\_\_\_\_/\_\_\_\_\_, the waves will sometimes interfere \_\_\_\_\_ and sometimes \_\_\_\_\_.

This creates a pulsing to the \_\_\_\_\_ of the combine wave. If the frequency is different by \_\_\_ Hz, then the higher frequency wave will complete \_\_\_\_\_ periods in 1 second. So, the "beat frequency" (oscillation between \_\_\_\_\_ and \_\_\_\_\_) will be \_\_\_\_\_.

#### 1)c. Standing Wave (self-\_\_\_\_\_)

If a wave interferes with its own \_\_\_\_\_, a pattern of nodes and \_\_\_\_\_ is created.

At nodes, the two waves always \_\_\_\_\_ interfere.

At \_\_\_\_\_, the two waves interfere \_\_\_\_\_.

Since the nodes don't \_\_\_\_\_, it looks like a wave that is \_\_\_\_\_ is formed. Note: this appearance is illusion, because waves \_\_\_\_\_ stand still. Note: the notes of musical instruments are created by \_\_\_\_\_.

**3) Refraction**

When waves move into a new medium, \_\_\_\_\_ will change (cuz it's based on \_\_\_\_\_), but \_\_\_\_\_ will stay constant (cuz it's based on the \_\_\_\_\_). The result is that in a slower medium wavelength \_\_\_\_\_ and the direction of travel of the wave bends \_\_\_\_\_ perpendicular.

Quantitatively, this is described by \_\_\_\_\_

Law: \_\_\_\_\_, where  $\theta_i$  is the \_\_\_\_\_ angle a light ray makes with respect to \_\_\_\_\_ with an interface,  $\theta_r$  is \_\_\_\_\_,  $n_i$  and  $n_r$  are the ratios of the speed of \_\_\_\_\_ to the speed of \_\_\_\_\_.

Note: Because a wave is bent away from normal when going from a \_\_\_\_\_ to \_\_\_\_\_ medium, it is mathematically possible for the refraction angle to become  $> 90^\circ$ . This means that refraction \_\_\_\_\_ possible, so all wave energy must be \_\_\_\_\_ . (This is how \_\_\_\_\_ and certain carnival toys are able to send light through curving paths.)

**4) Diffraction**

If you are playing tag with water guns, you can have a conversation with your opponent while hiding behind a wall and \_\_\_\_\_ worried about being hit by water. This is because water is made of \_\_\_\_\_ and follow \_\_\_\_\_ Law, but sound waves are able to \_\_\_\_\_ around corners.

**3 vs 4 \*\*\*Diffraction is the \_\_\_\_\_ of waves in a \_\_\_\_\_ medium to turn a corner. Refraction is the \_\_\_\_\_ of waves in a \_\_\_\_\_ medium because of a \_\_\_\_\_ change.\*\*\***

**5) Doppler Effect**

When you approach a wave source rapidly, you will hit crests \_\_\_\_\_ frequently. So, the perceived frequency is \_\_\_\_\_. This makes sound \_\_\_\_\_ pitch and light more \_\_\_\_\_. Running away has a \_\_\_\_\_ effect.

If a wave source moves away from you, the crests will be \_\_\_\_\_. So, the perceived frequency will be \_\_\_\_\_. This makes sound \_\_\_\_\_ pitch and light more \_\_\_\_\_. An approaching source has the \_\_\_\_\_ effect. (Think racecars passing a video camera.)

**6) Polarization**

A transverse wave, esp. light, may find passing through a \_\_\_\_\_ more or less \_\_\_\_\_ depending on the direction of its wiggle. A medium that blocks a vertical wiggle will create \_\_\_\_\_ light that only wiggles \_\_\_\_\_.

Interestingly, shiny surfaces better reflect light that wiggles parallel to its surface. So, reflections are \_\_\_\_\_ polarized.

## Properties Applied To Light

- Light travels at a speed of \_\_\_\_\_ in outer space. (Incidentally, sound travels \_\_\_\_\_ m/s in \_\_\_\_\_ °C air) Generally speaking, the denser the medium the \_\_\_\_\_ light travels, because the atoms of the medium bounce the light around.
- \_\_\_\_\_ – **A.** Since glass is \_\_\_\_\_ dense than air, specially shaped pieces of glass can change the \_\_\_\_\_ light travels. This changes the size and location an object appears to have (ie. \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, etc.) This is the basis of \_\_\_\_\_.
- B.** Since hot air is \_\_\_\_\_ dense than cold air, light travels \_\_\_\_\_ in hot air. This can cause light from the sky to appear as though it is coming from the \_\_\_\_\_ (a.k.a. \_\_\_\_\_).
- C.** It turns out that different light frequencies have different \_\_\_\_\_ in glass. So, they bend different amounts. This type of \_\_\_\_\_ effect is called dispersion and explains why chandelier glass, \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ all sparkle with rainbow like colors.
- Diffraction can be observed for light if the light passes through a small enough hole creating a \_\_\_\_\_ pattern.
- Doppler Effect changes how stars look depending on whether they are \_\_\_\_\_ or \_\_\_\_\_ Earth. Receding starlight gets red-shifted. \_\_\_\_\_

## Wave-Particle Duality

- Light's wave properties are easy to observe, but light can also behave like a \_\_\_\_\_. (In fact, all tiny particles can be made to act like waves, and all wave pulses can be treated as particles under the right conditions.) Einstein won the \_\_\_\_\_ for showing that light delivers its energy when striking an object as if it were a \_\_\_\_\_ instead of being a \_\_\_\_\_. (Photo-Electric Effect)

## Making Music (Note: The ratio of the harmonics makes a trumpet sound different from a violin.)

- When a string on a guitar is plucked, waves travel in \_\_\_\_\_ directions and \_\_\_\_\_ off the ends. Most wavelengths disappear from \_\_\_\_\_ interference, but a few frequencies are just the right to create \_\_\_\_\_ with nodes located at the string's \_\_\_\_\_. So, the wave can vibrate the string \_\_\_\_\_ vibrating the instrument.

### Strings &

### Closed-Pipe Resonator

Harmonic/Diagram    Wavelength    Frequency

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