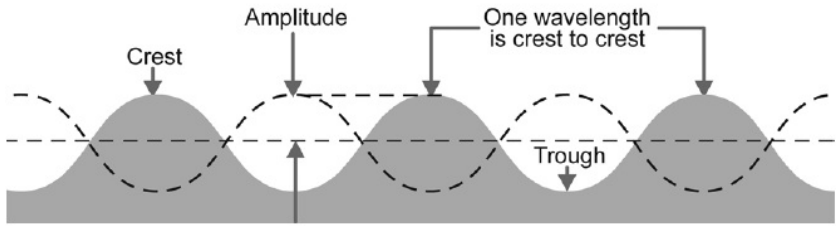
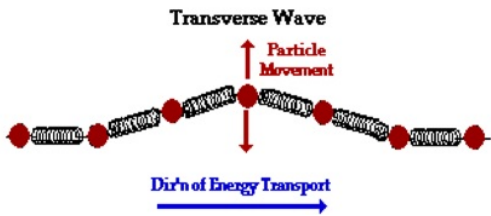
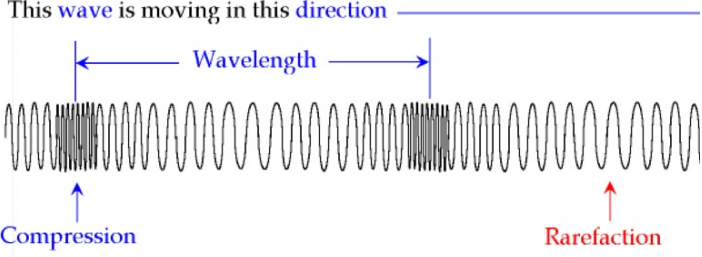
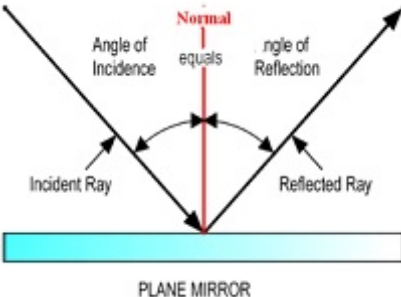
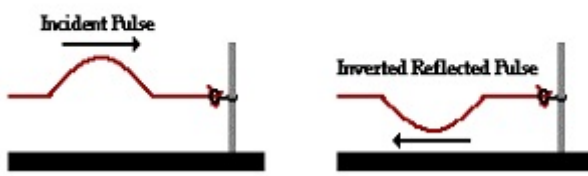
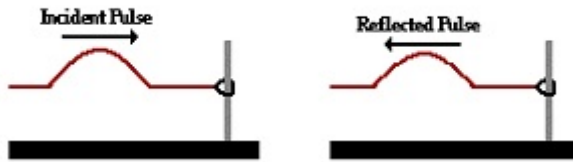
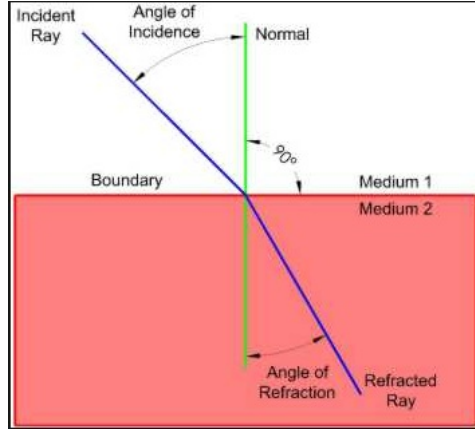


PHYSICS 32204
UNIT 4: Waves Study Guide

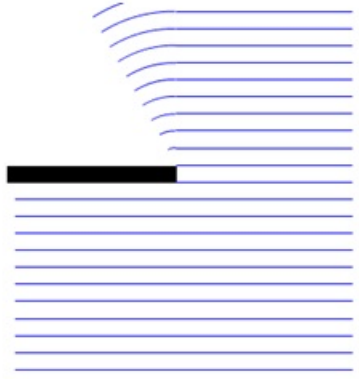


<p>Wave</p>	<p>Traveling oscillator that carries energy from one place to another</p>  <p>Amplitude :measurement of the maximum distance that a vibrating object moves from its rest position.</p> <p>Crest: high point of a wave.</p> <p>Trough low point of a wave.</p> <p>Wavelength the length of one complete cycle. SI units is (m) and is represented by the greek symbol (λ) lambada,</p>
<p>Period</p>	<p>The amount of time it takes for a vibrating object to go through one oscillation or one cycle.</p> $T = \frac{\text{total time}}{\# \text{ of cycles}}$ <p>The unit of measure is seconds</p>
<p>Frequency</p>	<p>The number of cycles in one second.</p> $f = \frac{\# \text{ cycles}}{\text{total time}}$ <p>the unit of measure is s^{-1} or Hertz (Hz)</p>
<p>Frequency - Period</p>	<p style="border: 1px solid black; padding: 5px;">Note that The frequency and the period are reciprocals of each other.</p> $f = \frac{1}{T} \quad \text{and} \quad T = \frac{1}{f}$
<p>Wave Equation</p>	$\text{Speed (m/sec)} \rightarrow v = f \lambda \leftarrow \begin{array}{l} \text{Frequency (hertz)} \\ \text{Wavelength (meters)} \end{array}$

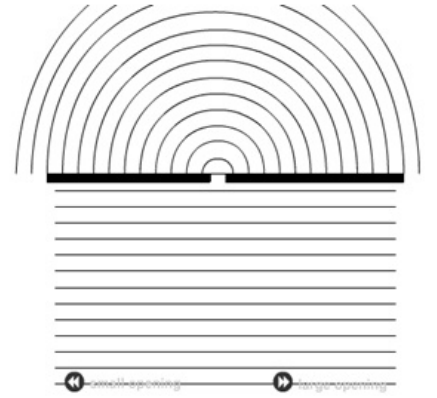
<p>Transverse wave</p>	 <p style="text-align: center;">Transverse Wave</p> <p style="text-align: center;">↑ Particle Movement</p> <p style="text-align: center;">↓</p> <p style="text-align: center;">→ Dir'n of Energy Transport</p>
<p>Longitudinal waves</p>	 <p style="text-align: center;">This wave is moving in this direction →</p> <p style="text-align: center;">← Wavelength →</p> <p style="text-align: center;">↑ Compression</p> <p style="text-align: center;">↑ Rarefaction</p>
<p>Reflection</p>	<p>refers to when a wave reaches a boundary between two media, usually some or all of the wave bounces back into the first medium</p>  <p style="text-align: center;">Normal equals</p> <p style="text-align: center;">Angle of Incidence equals Angle of Reflection</p> <p style="text-align: center;">Incident Ray Reflected Ray</p> <p style="text-align: center;">PLANE MIRROR</p>
<p>Fixed End</p>	<p style="text-align: center;">Fixed End Reflection</p>  <p style="text-align: center;">Incident Pulse</p> <p style="text-align: center;">Inverted Reflected Pulse</p>
<p>Free End (Open End)</p>	<p style="text-align: center;">Free End Reflection</p>  <p style="text-align: center;">Incident Pulse</p> <p style="text-align: center;">Reflected Pulse</p>
<p>Refraction</p>	<p>When traveling from a less optically dense to a more optically dense medium the refracted rays bends toward the Normal</p>  <p style="text-align: center;">Incident Ray</p> <p style="text-align: center;">Angle of Incidence</p> <p style="text-align: center;">Normal</p> <p style="text-align: center;">Boundary</p> <p style="text-align: center;">Medium 1</p> <p style="text-align: center;">Medium 2</p> <p style="text-align: center;">Angle of Refraction</p> <p style="text-align: center;">Refracted Ray</p>

Diffraction

means the bending of waves around an obstacle or through an opening



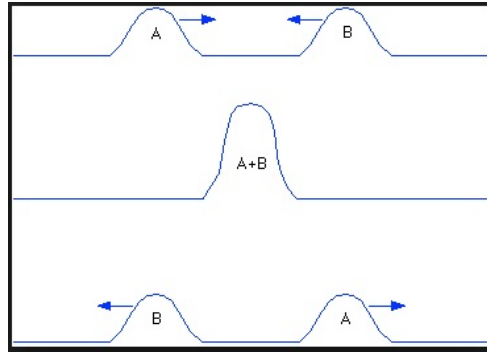
The longer the wave, the greater the diffraction effect



diffracted wave will become more and more circular as the opening becomes smaller and smaller

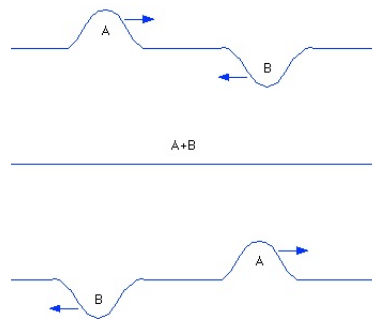
Constructive Interference

waves come together so that they are in phase with each other. This means that their oscillations at a given point are in the same direction, the resulting amplitude at that point being much larger than the amplitude of an individual wave.



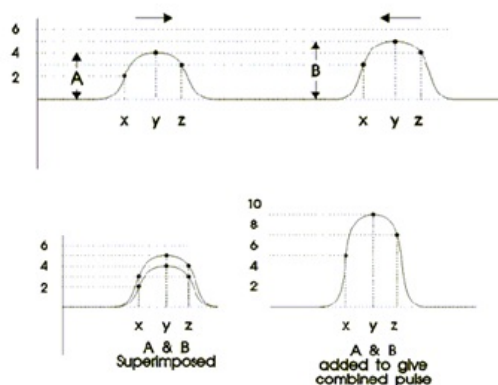
Destructive Interference

waves come together in such a way that they completely cancel each other out. When two waves interfere destructively, they must have the same amplitude in opposite directions.



Principle of superposition

when two or more waves come together, the result is the sum of the individual waves



Speed of Sound

$$v = (332 + 0.6 T) \text{ m/s}$$







v = Speed of sound (m/s)
T = Temperature

Resonance

when one object vibrating at the same natural frequency of a second object forces that second object into vibrational motion.

Harmonics

Harmonics are sounds that are produced at multiples of the same frequency of a base sound.

Harmonic	# of Nodes	# of Antinodes	Pattern
1st	2	1	
2nd	3	2	
3rd	4	3	
4th	5	4	
5th	6	5	
6th	7	6	
nth	n + 1	n	--

Two important formula

$$\lambda_n = \frac{2}{n} L$$

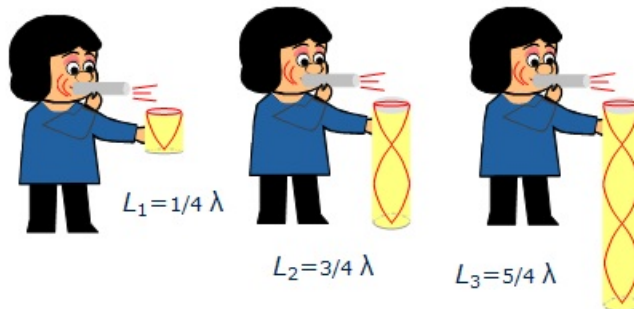
$$f_n = n f_1$$

Overtone

The number of the overtone is always 1 less than the harmonic number

$$\text{Overtone} = n - 1$$

Resonance in a Tube Open at One End



$$L_n = \frac{2n-1}{4} \lambda$$

Or

$$\lambda = \frac{4L_n}{2n-1}$$

Resonance in Tubes Open at Both Ends



$$L_1 = \frac{1}{2} \lambda$$



$$L_2 = \lambda = \frac{2}{2} \lambda$$



$$L_3 = \frac{3}{2} \lambda$$

$$L_n = \frac{n}{2} \lambda \quad \text{or}$$

Or

$$\lambda = \frac{2L_n}{n}$$