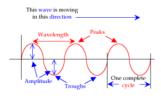
Physical Science

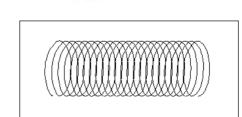
Chapter 7 Characteristics of Waves

What are waves?

- Wave a disturbance that transfers energy from place to place.
- Medium the material thru which a wave passes
- Waves travel trough the medium without actually moving the medium with it.



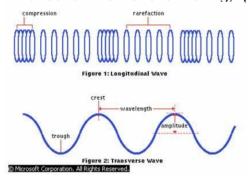


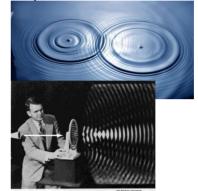


Types of Waves:

 Transverse Waves: waves that move the medium at right angles to the direction in which the waves are traveling.

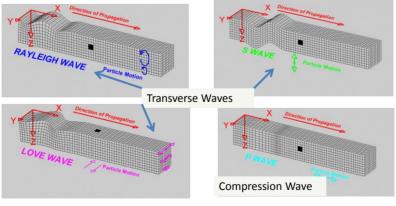
• Longitudinal Waves: move particles parallel to the direction the wave is moving, "push-pull" waves.





Wave Particle Movement

 Waves travel trough the medium without actually moving the medium with it. Basically the medium stays put while the wave moves some distance



Properties of Waves

- Amplitude in a transverse wave the height away from the "rest" position. The amplitude in a longitudinal wave is the measure of how compressed or rarefied the medium becomes.
- Wavelength the distance between two corresponding parts of a wave.
- Frequency the number of complete waves that pass a given point in a certain period of time. Frequency is measured in HERTZ, one Hz is a wave that occurs once every second.

Speed Frequency & Wavelength

- Speed (meters/sec)= wavelength x frequency
- Frequency (Hz = 1/sec)= speed / Wavelength
- Wavelength (meters) = speed / Frequency

Designated by Greek letter lambda -

A tuning fork has a frequency of 280 hertz, and the wavelength of the sound produced is 1.5 meters. Calculate the velocity of the wave.

$$S = \lambda_x f = 1.5 \text{ m} \times 280 \text{ Hz} = 420 \text{ m/s}$$

Speed
Wavelength x frequency

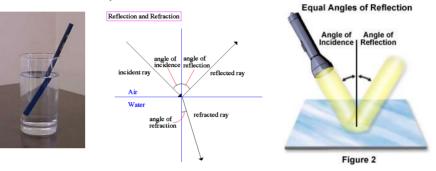
A wave is moving toward shore with a velocity of 5.0 m/s. If its frequency is 2.5 hertz, what is its wavelength?

$$\lambda = S / f$$
 $\lambda = 5.0 \text{ m/s} / 2.5 \text{ Hz}$ $\lambda = 2 \text{ m}$



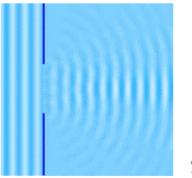
Interactions of Waves

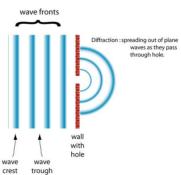
- Refraction The bending of a wave due to the wave moving from one type of medium into another.
- Reflection Bounce back wave
 - Angle of Incidence is the angle of the wave coming into the object reflecting the wave.
 - Angle of Reflection is the angle bouncing off and going away from the object.



Interactions of Waves

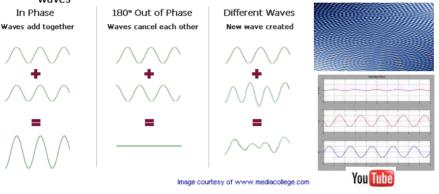
 Diffraction – Wave passing a barrier or going through a hole in a barrier bends and causes the wave to wrap around the barrier





Interactions of Waves

- Interference when two or more waves meet, they interact. This interaction is called interference.
 - 1. Constructive Interference the combining of waves to cause higher amplitude of any of the original waves.
 - 2. Destructive Interference when the combining of the waves produce a new wave with a smaller amplitude than the beginning waves



Standing Waves

- Standing Waves the combining of the incoming and reflected wave so that the resultant appears to be standing still
- Node the point where Constructive Interference and Destructive Interference cause an amplitude of zero on the standing wave.
- Antinode the point where Constructive Interference and Destructive Interference of a standing wave are represented by the crest and the trough.
- Resonance the point where vibrations traveling thru and object matches the natural vibrations of an object. I.e. an opera singer hitting a note and shattering a crystal glass.





Seismic Waves

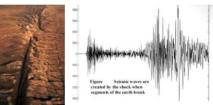
 Seismic Waves – waves caused by the release of energy due to earthquakes

composed of

- P primary waves
- S secondary waves
- L surface waves

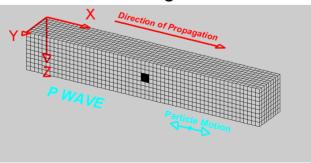






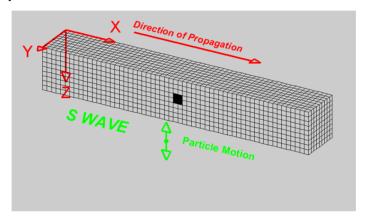
P Waves

 P waves — Primary waves are pressure waves & are the fastest moving waves, they travel thru solids and liquids, Push-Pull Waves AKA Longitudinal waves



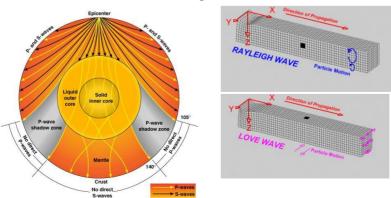
S Waves

 s waves – Secondary Waves are slower than primary waves, they cannot travel thru liquid and are Transverse Waves.



L Waves

- L Waves (last waves) Surface wave the combination on the Earth's surface of Primary and Secondary waves.
 - The rolling chaotic movement of the surface
 - Cause the most damage of the seismic waves



All Done... No mas...
No more on "waves"
Keep an eye out for the next
slide show on
"Sound"
Chapter 8
TTFN