| Date |
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| Period |
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Mirror & Lenses Review

Things you should know:

| $n_i \sin \theta_i = n_r \sin \theta_r$ $n_s = \frac{c}{v_s}$ $\sin \theta_c = \frac{n_r}{n_i}$ | $\frac{1}{f} = \frac{1}{d_i} + \frac{1}{d_o} \qquad \qquad m = \frac{-d_i}{d_o} = \frac{h_i}{h_o}$ |
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Concepts

- 1. What are the two laws of reflection?
- 2. What is the difference between specular and diffuse reflection?
- 3. What is the index of refraction? What does it tell us about the speed of light in the substance?
- 4. How are the index of refraction and the optical density of on medium related?
- 5. What characteristics of a light wave changes with as enters a medium with a different index of refraction? What characteristic remains constant?
- 6. What is total internal reflection? List some applications of it.
- 7. In terms of index of refraction and optical density, when does the a ray of light entering a new medium bend towards the normal? Away from the normal?
- 8. How many light rays are <u>required</u> to find the image formed by a mirror or lens?
- 9. Be familiar with the trends and special cases for images formed for curved mirrors and lenses as shown through the diagrams in class.
- 10. Know the characteristics of the images formed for all types of mirrors (plane, concave, and convex) based on the location of the object.
- 11. Know the guidelines for drawing each type of ray for mirror and lens diagrams.
- 12. Know the relationship between the shape of a mirror or lens (concave or convex) and what it does to the light that hits it (converge or diverge)

Problems

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13. Find the speed of light in water if it has an index of refraction of 1.33.

$$= \frac{c}{v} \quad 1.33 = \frac{3 \times 10^8}{v} \quad v = \frac{3 \times 10^8}{1.33} = 226 \times 10^{8} \text{ m/s}$$

14. A beam of light passes from air(n=1.00) to water(n=1.33). If the angle in the air is 24° , what is θ_{r} in the water?

$$N_{1}^{2} SIDO_{1} = N_{r} SIDO_{r}$$

 $SIDO_{r} = \frac{1}{1.33} SID$
 $SIDO_{r} = \frac{1}{1.33} O_{r} = \frac{1}{1.3$

15. Draw a ray diagram to show where the image would be located.



16. Draw a ray diagram to show where the image would be located.



