

### Definitions

**Light** is an Electromagnetic Wave that doesn't require a medium and is transferred by **radiation**.

**Radiation:** a method of energy transfer that does not require a medium. It can travel through a vacuum

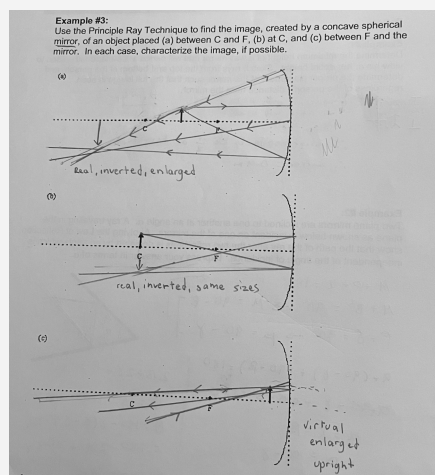
**Wavelength** - distance between two like points on the wave.

**Amplitude** - the height of the wave compared to undisturbed state.

**Period** - the amount of time required for one wavelength to pass.

**Frequency** - the number of waves passing in a given amount of time.

### Object in relation to (C) and (F)



### Definition (2)

**Convex mirrors** – mirrors that reflect outwards with a bulge – focal point is behind the mirror and is **always negative**

**Concave mirrors** – mirrors that reflect inward

- **The principal axis** – the line that passes through the center of curvature of the mirror (C) and is normal to the center of the mirror.

- **The focal point (F)** – the point on the central axis through which reflected rays pass when the incident rays are parallel to and near the principal axis.

- **focal length** – the distance between the vertex (V) of a mirror and the focal point.

**Real images** are formed when the light rays intersect at the image, and is inverted to the object (can be projected)

**Virtual images** are formed when the light rays do not intersect at the image, and is upright to the object

$$C = 2F$$

### LOST - image description

Location

Oriantaion

Size

Type

or S: Smaller A: Upright L: Behind the mirror  
T: Virtual (SALT)

### The Law of Reflection

- **Incident ray** – ray of light that travels from a light source towards a surface.
- **Normal** – the line that is perpendicular to a surface where a ray of light meets the surface.

- **Angle of incidence** – the angle between the incident ray and the normal in a ray diagram.

- **Reflected ray** – the ray that begins at the point where the incident ray and the normal meet (where the incident ray hits the surface). → The angle of reflection is the angle between the reflected ray and the normal in a ray diagram.

- **Plane mirror** – a mirror with a flat, reflective surface.

C

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