

**Constructive Interference**

- occurs when both waves push the medium in the same direction
- resultant waves called supercrest or super troughs

types

**Principal of Superposition:**

Whenever two or more waves pass through each other, the resultant wave @ each point is the sum of all the individual displacements occurring @ that point

**Interference:**

effect resulting from the passage of two like waves through each other

wave behaviour

**Diffraction:**

Spreading out of a wave

- \* if opening  $< \lambda$ 
  - ∴ large amount of diffraction
- \* if opening  $> \lambda$ 
  - ∴ little diffraction

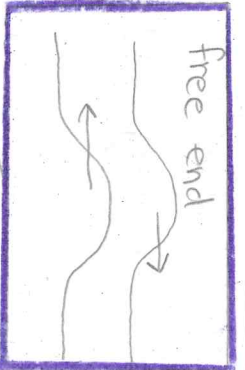
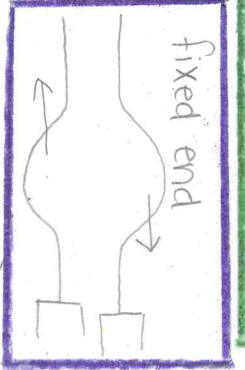
**Modal Points:**

when crests & troughs of equal magnitude meet

special case

**Destructive Interference**

- occurs when the waves push the medium in opposite directions, result in a smaller crest or trough



Varies with

**$V = f \lambda$**

m/s = Hz · m

where wave length ( $\lambda$ ) is the distance between adjacent points in a wave that are vibrating in phase

C = Crest: region above rest position  
T = Trough: region below rest position

**WAVES**

a disturbance that transfers energy through a medium by means of a series of vibrations

to find speed

characterized by

types of vibrations

- \* **music - string**
- **air columns**

Applications

**Transverse**

- motion is perpendicular to length

support  
rest position  
amplitude  
particle movement  
direction of movement + equilibrium  
A = amplitude  
 $\lambda$

**Longitudinal**

- motion is parallel to length

highest point  
rest  
lowest point  
-amp.  
-amp.  
C = compression  
R = rarefaction  
 $\lambda$

**Tacoma Narrows**

- bridge began an hour-long wild vibration due to resonance triggered by the wind, eventually tearing itself apart

with

**Resonance:**

transfer of energy of vibration from one object to another having the same natural frequency

where  $N = \#$  of cycles

$$T = \frac{\Delta t}{N} \quad \& \quad F = \frac{N}{\Delta t}$$

$$F = \frac{1}{T} \quad \& \quad T = \frac{1}{F}$$

therefore

(T) Cycle Period: repeated pattern of motion time to complete 1 cycle

(F) Frequency: # of cycles in a unit of time (hertz =  $s^{-1}$ )

(A) Amplitude: max. distance from rest position (equilibrium)

Phase: stage in a cycle

- two vibrating objects can have identical amp. & frequencies, yet be different b/c they are never @ same point in their cycles @ the same time

**Doppler Effect**

Source @ rest      source moving right

Since the speed of waves is constant:

- as the  $\lambda$  decreases, the frequency increases
- as the  $\lambda$  increases, the frequency decreases

$$V = f \lambda$$

with

**Radar**

- Radio waves are bounced off a speeding car. Police compare original frequency to reflected frequency to get speed
- ∴ car is considered source of vibration