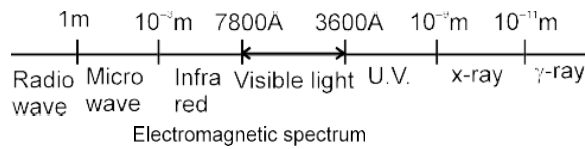
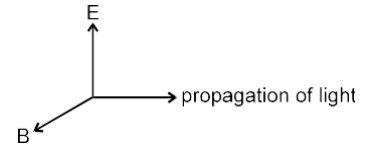
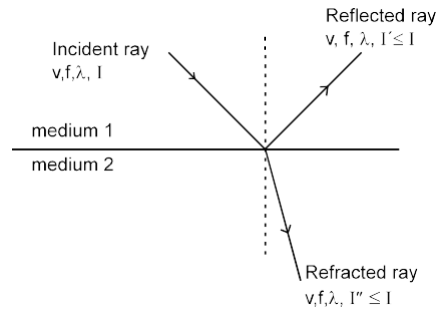


1. Properties of Light

- (i) Speed of light in vacuum, denoted by c , is equal to 3×10^8 m/s approximately.
- (ii) Light is electromagnetic wave (proposed by Maxwell). It consists of varying electric field and magnetic field.
- (iii) Light carries energy and momentum.
- (iv) The formula $v = f\lambda$ is applicable to light.



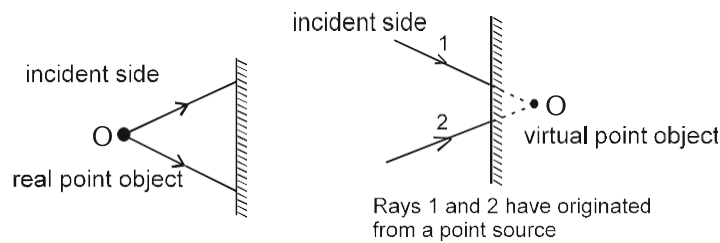
- (v) When light gets reflected in same medium, it suffers no change in frequency, speed and wavelength.



- (vi) Frequency of light remains unchanged when it gets reflected or refracted.

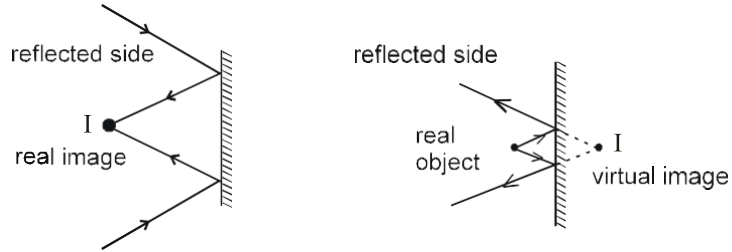
Object and Image

(a) **Object (O) : Object** is defined as point of intersection of **incident** rays.



Note : An object is called **real** if it lies on incident side otherwise it is called **virtual**.

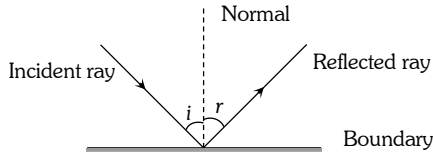
(b) Image (I) : Image is defined as point of intersection of **reflected** rays (in case of reflection) or **refracted** rays (in case of refraction).



Note : An image is called **real** if it lies on reflected or refracted side otherwise it is called **virtual**.

Reflection of Light

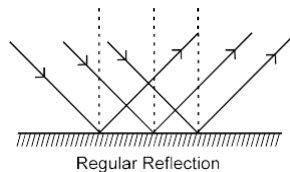
When a ray of light after incidenting on a boundary separating two media comes back into the same media, then this phenomenon, is called reflection of light.



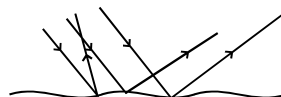
(1) $\angle i = \angle r$

(2) After reflection, velocity, wave length and frequency of light remains same but intensity decreases.

(a) Regular Reflection:



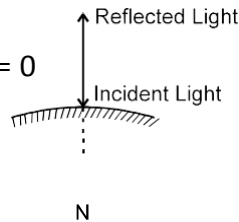
(b) Diffused Reflection



Special Cases :

Normal Incidence : In case light is

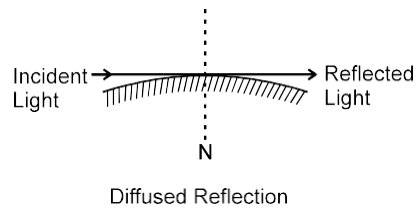
incident normally, $i = r = 0$



Note : We say that the ray has retraced its path.

Grazing Incidence : In case light strikes the reflecting

surface tangentially, $i = r = 90$

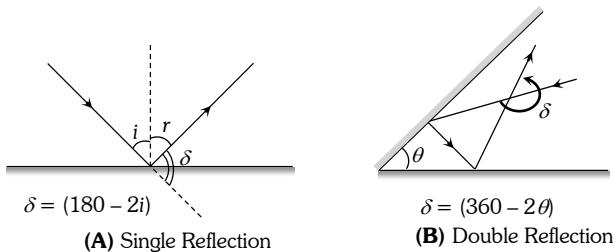


Reflection From a Plane Surface (Plane Mirror)

The image formed by a plane mirror is virtual, erect, laterally inverted, equal in size that of the object and at a distance equal to the distance of the object in front of the mirror.



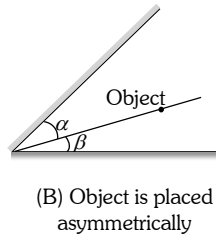
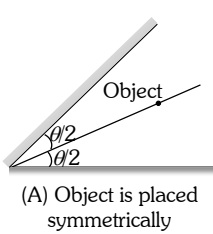
(1) **Deviation (δ) :** Deviation produced by a plane mirror and by two inclined plane mirrors.



(2) **Images by two inclined plane mirrors** : When two plane mirrors are inclined to each other at an angle θ , then number of images (n) formed of an object which is kept between them.

(i) $n = \left(\frac{360^\circ}{\theta} - 1 \right)$; If $\frac{360^\circ}{\theta} = \text{even integer}$

(ii) If $\frac{360^\circ}{\theta} = \text{odd integer}$ then there are two possibilities



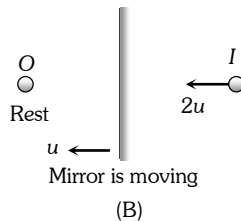
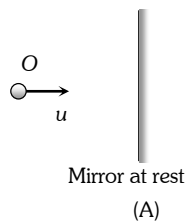
$$n = \left(\frac{360}{\theta} - 1 \right)$$

$$n = \frac{360}{\theta}$$

(3) **Other important informations**

(i) When the object moves with speed u towards (or away) from the plane mirror then image also moves towards (or away) with speed u . But relative speed of image *w.r.t.* object is $2u$.

(ii) When mirror moves towards the stationary object with speed u , the image will move with speed $2u$ in same direction as that of mirror.



(iii) A man of height h requires a mirror of length at least equal to $h/2$, to see his own complete image.

(iv) To see complete wall behind himself a person requires a plane mirror of at least one third the height of wall. It should be noted that person is standing in the middle of the room.

