

Optics Unit Review

Required Equations

$$n = \frac{c}{v}$$

$$c = 3.0 \times 10^8 \frac{m}{s}$$

$$\frac{1}{f} = \frac{1}{d_i} + \frac{1}{d_o}$$

$$M = \frac{h_i}{h_o} = \frac{-d_i}{d_o}$$

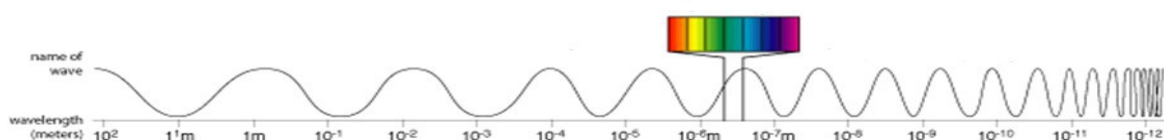
SAMPLE QUESTIONS

1. Define each of the following terms:

Source	Light produced by . . .
Chemiluminescence	
Bioluminescence	
Fluorescence	
Incandescence	

2. Put the following labels on the electromagnetic spectrum below:

Radio, X-Ray, Ultra-violet, Microwave, Infrared, Gamma



- A source that emits light of all visible wavelengths will appear _____.
- An object that absorbs light of all wavelengths will appear _____.
- All electromagnetic (light) waves travel at a speed of _____ in a vacuum.
- In which of the following mirrors can you always expect an image that is virtual and the same size as the object?
 - Convex
 - Concave
 - Plane
- How is a virtual image different from a real image?
- State the 2 laws of reflection
- Why can't the index of refraction be smaller than 1?
- Define critical angle.
 - How can the value of the critical angle be determined?
- A concave mirror produces a virtual image of a flower petal 2.00 cm from the lens. Determine the magnification of the lens if the petal is 8.30 cm from the lens.
- Light travels through a salt crystal that has a refractive index of 1.52. What is the speed of light in the crystal?
- The image of an object in a mirror is farther from the mirror than the object, larger than the object, real, and inverted. Draw a ray diagram that fits these criteria.
- While walking on a beach, you find a clear, colourless rock that may be quartz ($n = 1.46$) or a piece of glass ($n = 1.52$). Explain how you could use variations in the angles of refracted light and the index of refraction to determine whether the rock is glass or quartz.
- Draw a ray diagram and write a short explanation to show why it is sometimes difficult to reach a coin that is underwater in a pond.
- Draw a ray diagram of an object in a convex mirror.
- Describe the differences between refraction and reflection as a way to change the direction of a light ray.
- Draw a ray diagram of an object in a converging lens.