

Reflection of light

- 4.a Incident ray - the ray that is incident on the reflective surface.
- 4.b Reflected ray - the ray that leaves the reflective surface after being reflected.
- 4.c Normal - A line perpendicular to the reflective surface at the point of incidence
- 4.d Angle of incidence - The angle formed between the normal and incident ray
- 4.e Angle of reflection - The angle formed between the normal and reflected ray.

6

Real image

virtual image

- | | |
|--|--|
| <ul style="list-style-type: none">• Can be obtained on a screen• Inverted | <ul style="list-style-type: none">• Can not be obtained on a screen• Erect. |
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8. When two plane mirrors are kept parallel to each other, each reflection loses some light to absorption, thus, infinite images are not formed.

9. As a looking glass

- To see the back of one's head.
- The construction of kaleidoscopes, solar cookers, etc.
- Signalling

SECTION A

- 1a It gets absorbed.
- 1b It gets transmitted through
- 1c It gets reflected.

2. The angle of incidence is equal to the angle of reflection.
- The normal, incident ray and reflected ray all lie in the same plane.

3a 7

3b 5

3c 3

3d 3

3e 4