

# Doppler Effect

- Concept you learn here is pretty same to relative velocity. But we talk about frequencies. Let's see.

In this article;

$f$  = Actual frequency

$f_o$  = Observed frequency

$v$  = Velocity of sound

$f_s$  = Velocity of the source

$f_o$  = Velocity of observer

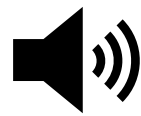
N = Static

1.



$$f_o = \frac{V + V_o}{v}$$

2.



N



$$f_o = \frac{V - V_o}{V}$$

3.



N

$$f_o = \frac{V}{V - V_s}$$

4.



N

$$f_o = \frac{V}{V + V_s}$$

5.



$$f_o = \frac{V + V_o}{V - V_s}$$

6.



$$f_o = \frac{V + V_o}{V - V_s}$$

- **Direction**

Go to Oscillations and Mechanical waves → Easy Patterns to learn an easy way to solve doppler effect problems.