

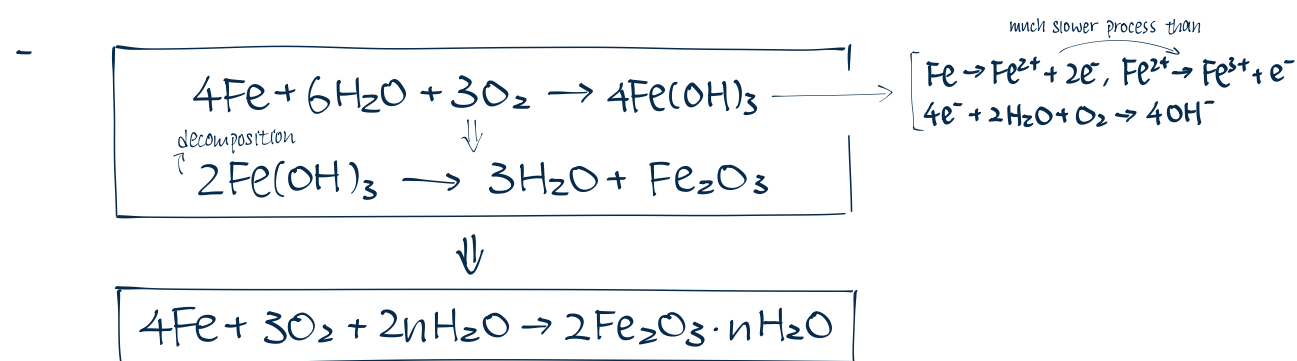
# Rusting

## 1 Corrosion of metals

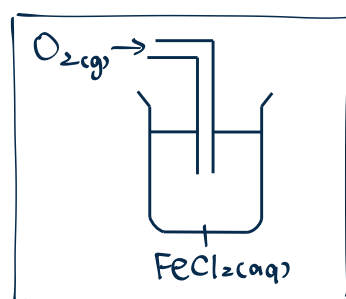
- ~~slow reaction~~ of metals w/ oxygen, water, and other substances in environment ← 不一定是 iron
- gradual deterioration of metals → X shiny / loses strength
- (at the surface) metal atoms lose  $e^-$  → ions ⇒ coating (usu. metal oxide)
- if coating is porous
  - > water & air: ✓ trapped inside (ie  $O_2, H_2O$  can penetrate coating)
  - coating is not firmly attached to metal surface, flakes off easily
  - new surface of metal exposed → further corrosion ← breaks & falls off
- reactivity ↑ → corrosion rate ↑

## 2 Rusting

- corrosion of iron → rust (reddish brown solid)
- chemical nature of rust:  $Fe_2O_3 \cdot nH_2O(s)$  (hydrated iron (III) oxide)
- water & oxygen: necessary to rusting
- rust is porous (most other metal oxides are usually hard & non-porous)



- Exp. to show that rusting occur in environments w/ both  $O_2, H_2O$  present: → not "prove both  $O_2, H_2O$  are necessary"



⇒ sol<sup>n</sup> turns from pale green to yellowish brown

## 3 Factors affecting rate of rusting

1. amount of reactant
  - piece of iron is exposed to more  $H_2O$  &  $O_2$
2. presence of sharp / bent region
  - atoms of Fe packed more densely → easier to be attacked by  $O_2, H_2O$ . → surface area ↑
  - eg. head and tip of nail → ↑ rust
3. heat / high temperature
  - (all chemical rx) temp ↑ → reaction rate ↑
  - eg. car exhaust pipes
4. mobile ion ↑
  - mobile ion ↑ → electrical conductivity ↑ → rate of  $e^-$  transfer ↑
  - presence of salts / acids
  - eg. iron objects near the sea rust more easily (sea water: ✓ NaCl)
  - eg. rain / acid rain speeds up rusting (✓ acid)
5. reaction ⇒  $Fe^{2+}$ 
  - acidic medium
  - contact w/ less reactive metals (eg. Sn, Cu, Ag)
    - > less reactive metals cause Fe to lose  $e^-$  ↑ rapidly
  - sol<sup>n</sup> w/ salt (salt 里的金属比 Fe 弱) → displacement ⇒  $Fe^{2+}$ 
    - > eg. Fe in  $AgNO_3$  vs NaCl
  - connection to +ve pole of battery
    - > cathode 吸电子

