

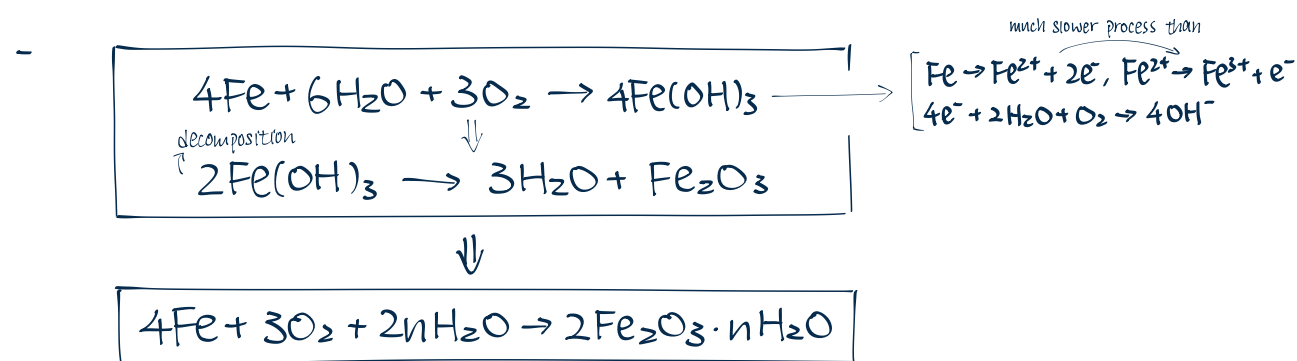
Rusting

1 Corrosion of metals

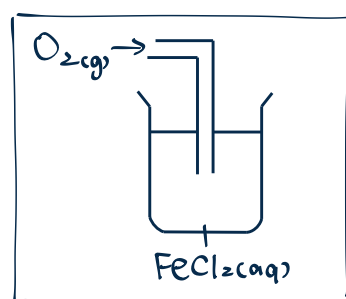
- ~~slow reaction~~ of metals w/ oxygen, water, and other substances in environment ← 不一定是 iron
- gradual deterioration of metals → X shiny / loses strength
- (at the surface) metal atoms lose e^- → ions ⇒ coating (usu. metal oxide)
- if coating is porous
 - > water & air: ✓ trapped inside (ie O_2, H_2O 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"



⇒ solⁿ 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
 - solⁿ 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

