



## Light: Reflection and Refraction

- Light is the form of energy that provides sensation of vision.

### Laws of Reflection

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

### Characteristics of Image formed by Plane mirror

- 1) Virtual and erect
- 2) Size of image is equal to size of object.
- 3) Distance of object from mirror = Distance of image from mirror.
- 4) Laterally inverted

### Spherical Mirrors

- Mirror whose reflecting surface is curved.
  - There are two types of spherical mirrors:
- Concave mirror :- Reflecting surface is curved inwards.  
Convex mirror :- Reflecting surface is curved outwards.



concave mirror



Convex mirror

### Common terms for Spherical mirrors

Principal axis : The line joining the pole and centre of curvature.

Pole : The centre of the spherical mirror.

Apperture : It is the effective diameter of the spherical mirror.

Centre of Curvature : The centre of the hollow glass sphere of which the mirror was a part.



Radius of Curvature : The distance between the pole and the centre of curvature!

Focus : The point on the principal axis where all the parallel light rays actually meet or appear to meet or after reflection.

Relationship between focal length and radius of curvature :

$$f = \frac{R}{2}$$

Rules for making ray diagrams by spherical mirror :

- ① A ray parallel to the principal axis, after reflection, will pass through the principal focus in case of a concave mirror or appear to diverge from the principal focus in case of convex mirror.
- ② A ray passing through the principal focus of a concave mirror or ray which is directed towards the principal focus of a convex mirror, after reflection will emerge parallel to the principal axis.
- ③ A ray passing through the centre of curvature of a concave mirror or directed in the direction of the centre of curvature of a convex mirror, after reflection, is reflected back along the same path.

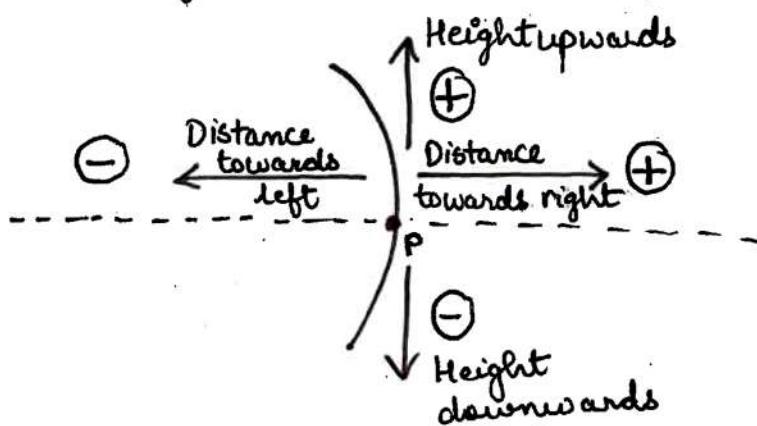
Image formation by concave mirror:

Object Position	Image Position	Nature & Size of Image
① At infinity	At 'F'	Real, inverted, point sized
② Beyond C	Between 'F' & 'C'	Real, Inverted, diminished
③ At C	At 'C'	Real, inverted, same size
④ Between C & F	Beyond 'C'	Real, inverted, enlarged
⑤ At F	At Infinity	Real, Inverted, highly enlarged
⑥ Between P & F	Behind the mirror	Virtual, erect and enlarged

## Image formation by convex mirror

Object distance	Image distance	Nature & Size of Image
At infinity	At 'F'	Virtual, erect & point sized
Between Pole and infinity	Between 'P' and 'F'	Virtual, erect & diminished

## Sign convention for mirrors



## Mirror formula and magnification

$$\frac{1}{f} = \frac{1}{v} + \frac{1}{u}$$

f → focal length

v → image distance

u → object distance

$$m = \frac{h_I}{h_o} = - \frac{v}{u}$$

$h_I$  → height of image

$h_o$  → height of object

## Refraction of light

Refraction is bending of light when it enters obliquely from one transparent medium to the other.

## Laws of Refraction

- ① The incident ray, the refracted ray and the normal to the interface of two transparent media at the point of incidence, all lie in the same plane.
- ② Snell's law : The ratio of sine of angle of incidence to the sine of angle of refraction is a constant, for a light of given colour and for a given pair of media.

## Refractive index

The ratio of speed of light in given pair of media.

$$n_{21} = \frac{v_1}{v_2} \quad \text{and} \quad n_{12} = \frac{v_2}{v_1}$$

↓  
Refractive index  
of medium '2' wrt '1'

Refractive index  
of medium '1' wrt '2'.

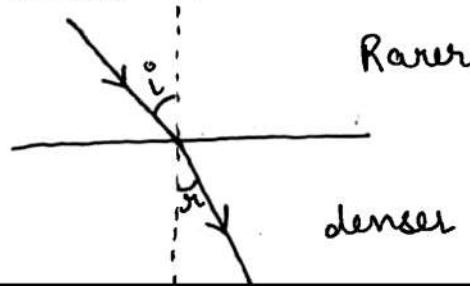
## Absolute refractive index

Refractive index of a medium with respect to vacuum or air.

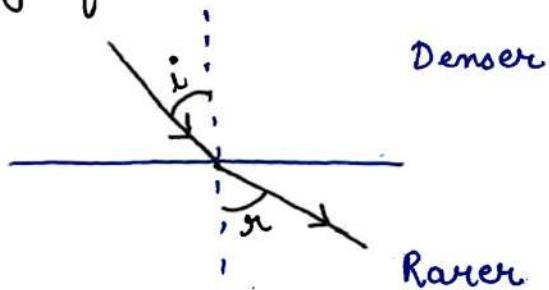
$$n = \frac{c}{v}$$

$$c \rightarrow 3 \times 10^8 \text{ m/s}$$

- When light enters obliquely from a rarer to a denser medium, it bends towards the normal.

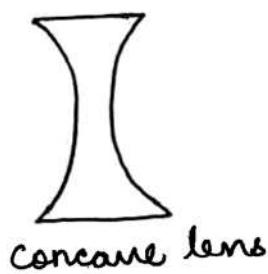


- When light enters obliquely from denser to rarer medium it bends away from the normal.



### Spherical lens

A transparent medium bound by two surfaces, of which one or both surfaces are curved.



### Rules for image formation by convex lens

- ① A ray of light parallel to the principal axis of a convex lens always pass through the focus on the other side of the lens.
- ② A ray of light passing through the principal focus will emerge parallel to the principal axis after refraction.
- ③ A ray of light passing through the optical centre will emerge without any deviation.

### Rules for image formation by concave lens

- ① A ray of light parallel to the principal axis appear to diverge from the principal focus located on the same side of the lens.
- ② A ray of light appearing to meet at the principal focus of a concave lens will emerge parallel to the principal axis.



③ A ray of light passing through the optical centre of a lens will emerge without any deviation.

Image formation by convex lens

<u>Object distance</u>	<u>Image distance</u>	<u>Nature and Size of Image</u>
1) At infinity	at $F_2$	Real, inverted, point sized
2) Beyond $2F_1$	Between $F_2$ & $2F_2$	Real, inverted, diminished
3) At $2F_1$	at $2F_2$	Real, inverted, same size
4) Between $F_1$ & $2F_1$ ,	Beyond $2F_2$	Real, inverted, enlarged
5) At $F_1$	Infinity	Real, Inverted, highly enlarged
6) Between ' $F_1$ ' and Optical centre	On the same side of the lens	Virtual, erect enlarged

Image formation by concave lens

<u>Object position</u>	<u>Image position</u>	<u>Nature and size of image</u>
① At infinity	At ' $F_1$ '	Virtual, erect, point sized
② Between infinity and optical centre	Between 'F' and 'O'	Virtual erect, diminished

Lens formula

$$\frac{1}{f} = \frac{1}{v} - \frac{1}{u}$$

$$m = \frac{h_I}{h_o} = \frac{v}{u}$$



## Power of a lens

It is defined as the reciprocal of focal length in meter.

$$P = \frac{1}{f \text{ (m)}} \quad \text{or} \quad P = \frac{100}{f \text{ (cm)}}$$

S.I Unit of Power  $\rightarrow$  Dioptre (D)

Power of concave lens  $\rightarrow$  negative

Power of convex lens  $\rightarrow$  positive