

1, 9, 2021

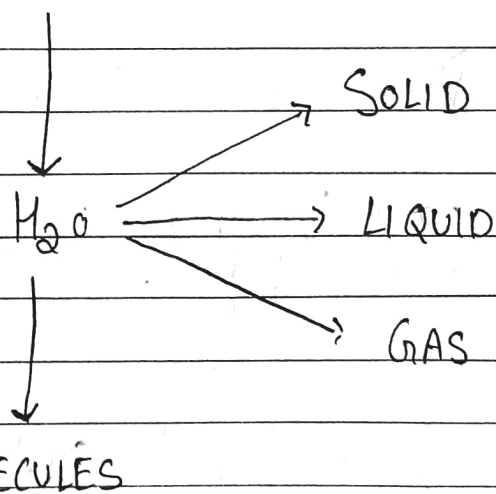
CHAPTER - 1

SOLID STATE \Rightarrow

LECTURE - 1

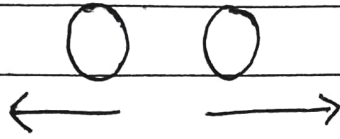
Matter \rightarrow Anything that occupies space and has mass

MATTER \longrightarrow SAME SUBSTANCE

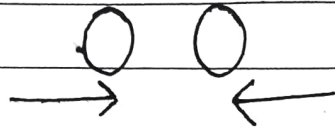


STATE \longrightarrow function (Thermal energy, FOA)

Thermal energy depends on temperature



Force of attraction depends on pressure



Solid state \rightarrow FOA \gg TE

Liquid state \rightarrow FOA \approx TE

Gaseous state \rightarrow TE \gg FOA

1) Solid State

\Rightarrow Volume fixed
 \Rightarrow Shape fixed

3) GASEOUS STATE

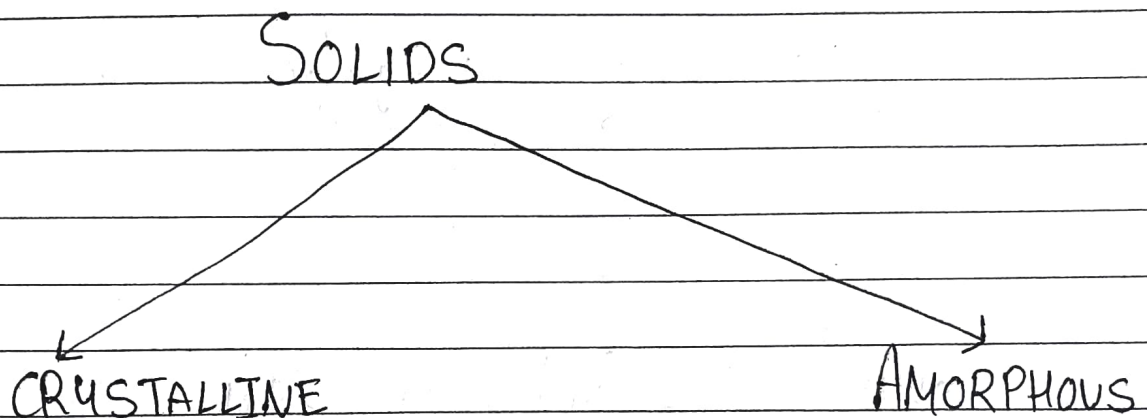
\Rightarrow Volume not fixed
 \Rightarrow Shape not fixed

2) Liquid State

\Rightarrow Volume fixed
 \Rightarrow Shape not fixed

Shape is same or constant if mean position is same.

Volume is constant if average distance between both molecules ~~are~~ is same.



CRYSTALLINE V/S AMORPHOUS :->

1) On the basis of arrangement :->

⇒ Amorphous → Short range order

⇒ Crystalline → Long range order.

2) On the basis of Melting point :->

⇒ Amorphous → Range of Melting points.

⇒ Crystalline → Sharp melting point.

3) On the basis of Isotropy :-

⇒ Amorphous → Isotropic

⇒ Crystalline → Anisotropic.

4) On the basis of cleavage :-

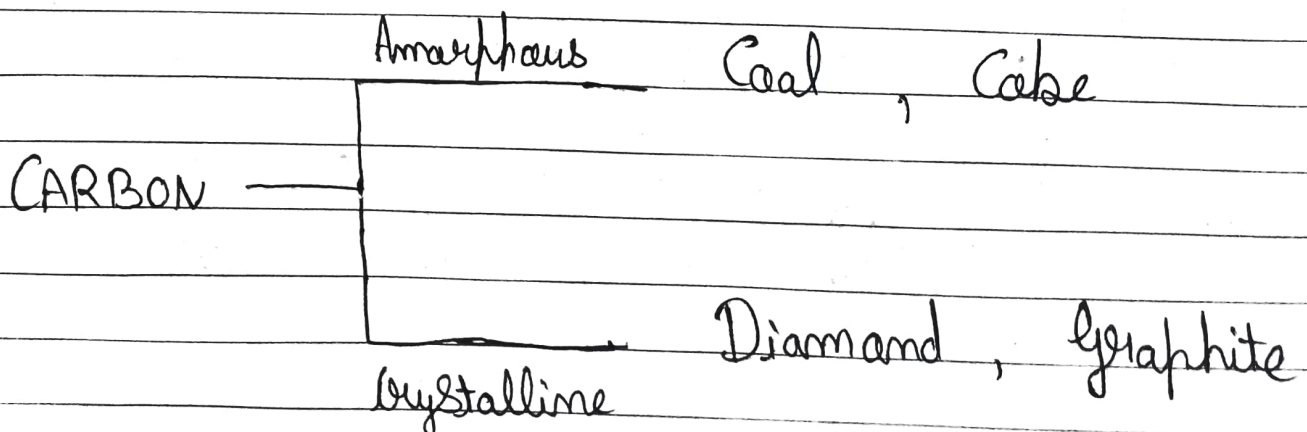
⇒ Amorphous → irregular plane.

⇒ Crystalline → smooth plane.

SOLID }
LIQUID } Condensed state of Matter.

LIQUID }
GAS } FLUIDS → Particles can move.

Amorphous Solids → Super cooled Liquids
And
Pseudo Solids.



Quartz \longleftrightarrow SiO_2 \longrightarrow Quartz glass
 (Crystalline) (Amorphous)

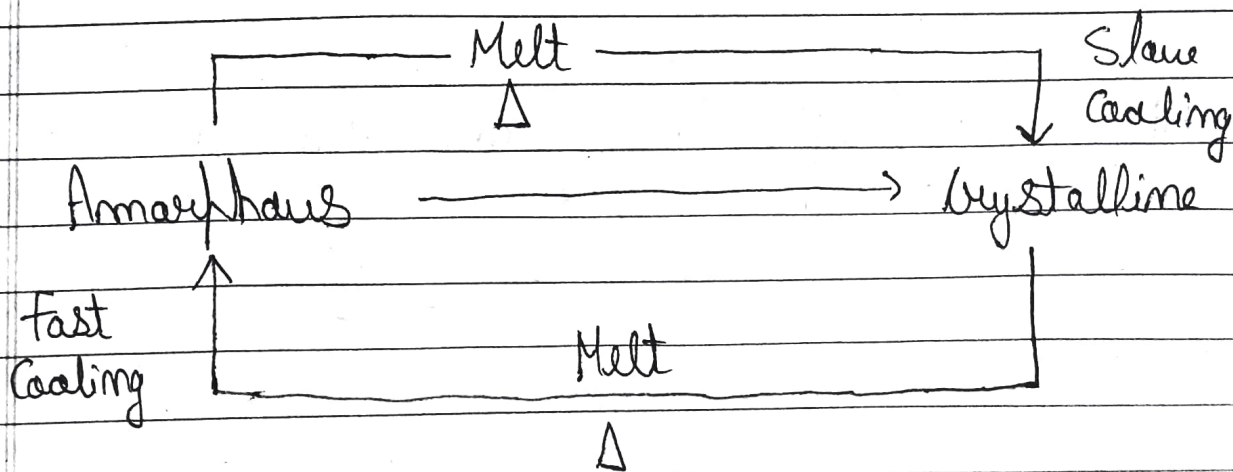
NOTE \Rightarrow About 99% of Solids in our world are crystalline so it's not possible to remember all of them but we can remember Amorphous Solids as they are limited in nature.

AMORPHOUS $\therefore \rightarrow$

\Rightarrow Rubber, glass, polymer, Cellulose, plastic, teflon

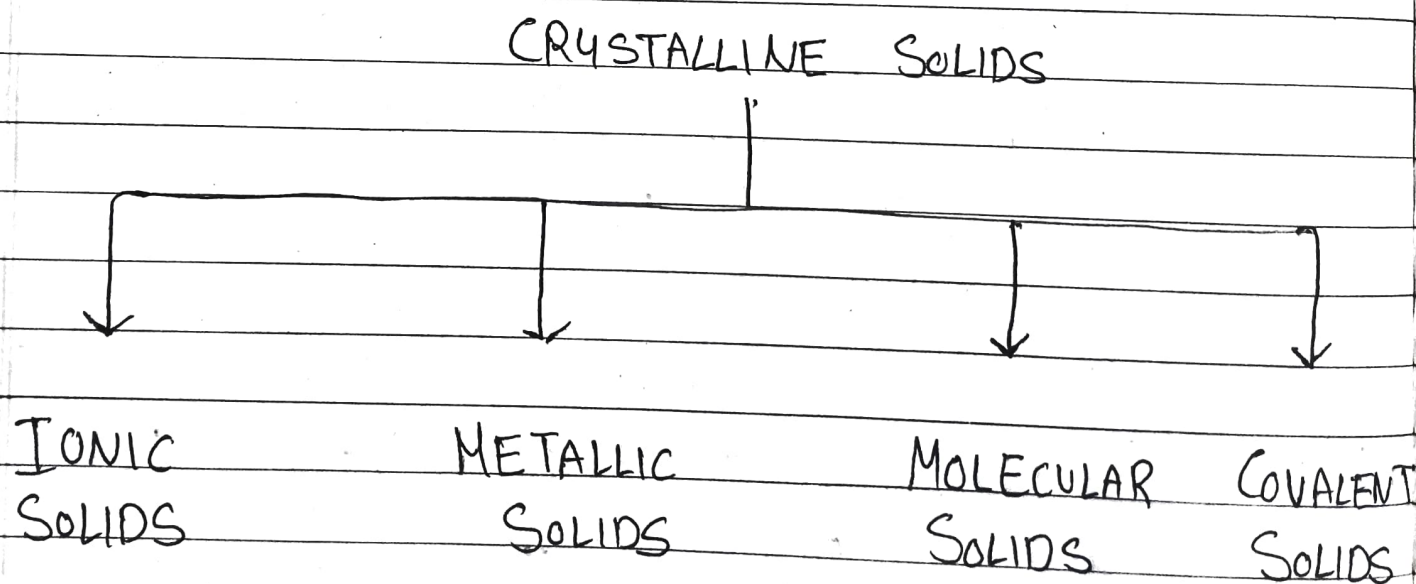
CRYSTALLINE $\therefore \rightarrow$

\Rightarrow ZnCl_2 , Na_2SO_4 , NaCl , Benzene, Ar and many more...



We can convert any Amorphous Solid to Crystalline by melting it and then cooling it slowly. Slow cooling gives time to molecules for an perfect arrangement and to convert Crystalline back to amorphous, we melt it again and cool it fast. Fast cooling will not give time to molecules for arranging.

Classification of Crystalline Solids :->



Covalent Solids are also known as network solids

1) Ionic Solids \Rightarrow

\Rightarrow Examples $\rightarrow \text{Na}^+ \text{Cl}^-$, $\text{Mg}^{2+} \text{O}^{2-}$, $\text{K}^+ \text{Cl}^-$

\Rightarrow Constituent Particles \rightarrow oppositely charged ions.

\Rightarrow Force of Attraction \rightarrow Ionic force Attraction

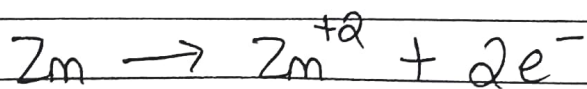
- They are brittle

- High melting point due to strong force of attraction.

- Non conductor of electricity in solid state but conductor in molten or aqueous state.

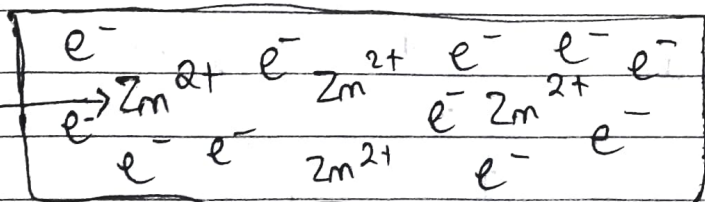
2) Metallic Solids \Rightarrow

\Rightarrow Examples $\rightarrow \text{Zn}$, Na , Cu



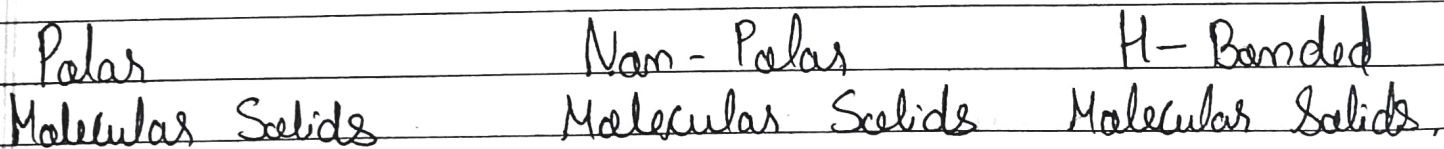
\Rightarrow The metal cations are placed in sea of mobile electrons.

Kernel



- The melting point is fairly high but it is comparatively less than ionic solids.
- unlike the ionic solids, they are ductile and malleable.
- when the potential difference is applied, the mobile ~~can~~ electrons can move, making the metallic solid a good conductor.

MOLECULAR SOLIDS



a) Polar Molecular Solids : \rightarrow

\Rightarrow Examples \rightarrow HCl, SO_2

\Rightarrow Dipole moment $\rightarrow \mu \neq 0$

\Rightarrow Melting point \rightarrow Less

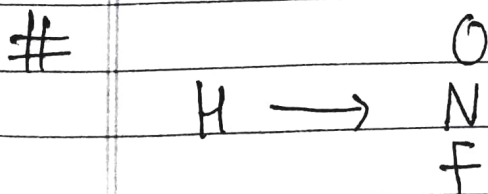
- ⇒ Hardness → Soft
- ⇒ Force of Attraction → Dipole - Dipole

b) Non-Polar Molecular Solids :->

- ⇒ Examples → SO_2 , CO_2 , Ar
- ⇒ Dipole moment → $\mu = 0$
- ⇒ F.O.A → London forces
- ⇒ Melting point → Less
- ⇒ Hardness → Soft

c) H-Bonded Molecular Solids :->

- ⇒ Examples → HF , NH_3 , H_2O
- ⇒ F.O.A → H-Bonding.
- ⇒ Melting point → Comparitively High
- ⇒ Hardness → Hard



4) Covalent Solids :→

⇒ Melting point → Very, Very high

⇒ Hardness → Bhot Hard

⇒ Conductivity → Bad Conductors of Electricity

✓ Imp

EXCEPTION → Graphite

- 1) good conductor
- 2) Soft solid
- 3) ~~Low~~ low M.P