

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Physics
inspire

Term 1

Chapter 1

Fundamental of Light
(2 Lesson)

Chapter (2)

Reflection and Refraction
(4 Lesson)

Chapter 1

Fundamental of Light

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graph TD; A[Chapter 1  
Fundamental of Light] --- B[Lesson 1  
Illumination]; A --- C[Lesson 2  
The wave nature of light]
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Lesson 1

Illumination

Lesson 2

The wave nature
of light

chapter 1

Lesson 1 : illumination

introduction

Light is electromagnetic radiation
travel in straight line



Ray model of Light

The ray still move in straight Line but its direction is changed by encountering (hit)

ساجر boundary

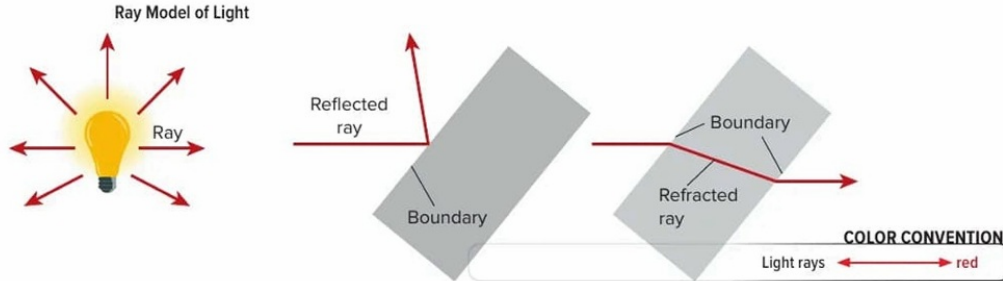
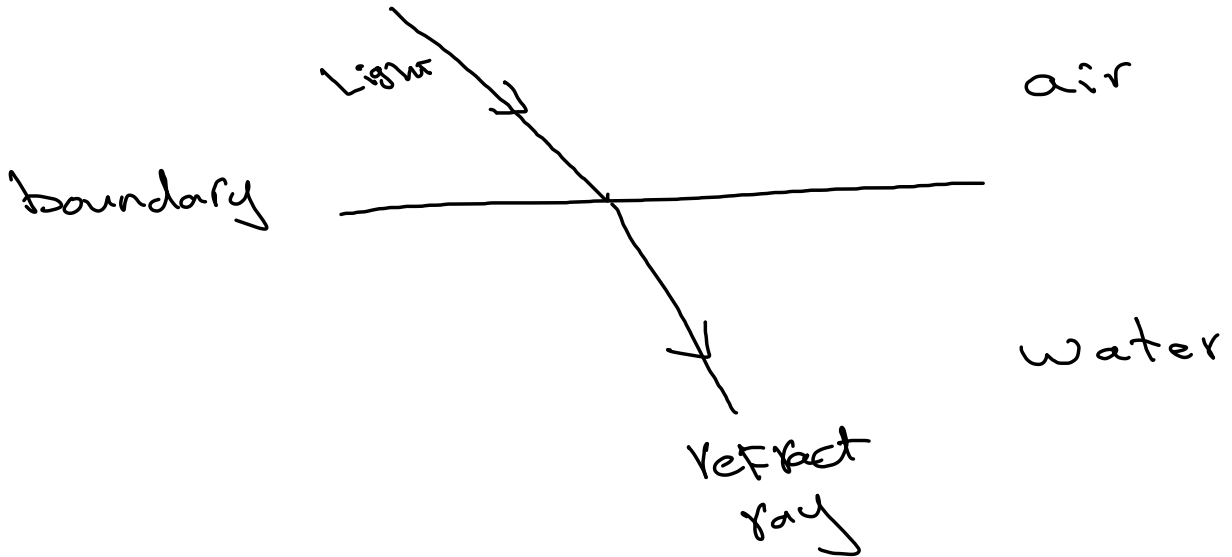
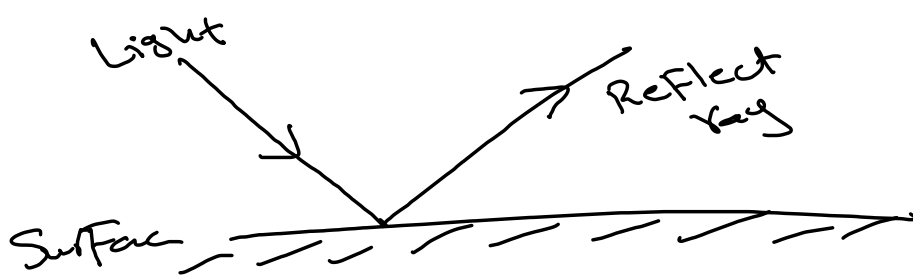


Figure 2 Light's straight-line path is demonstrated by the ray model. Light rays change direction when they are reflected or refracted by matter. In either case, light rays continue in a straight path.



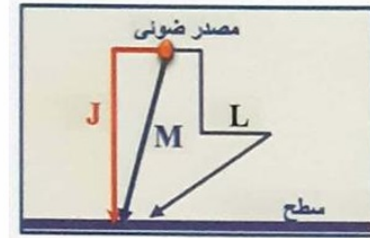
1) Which of the following path represent ray model of light ?

a) path J

✓ b) path M

c) path M , J

d) path M , J , L



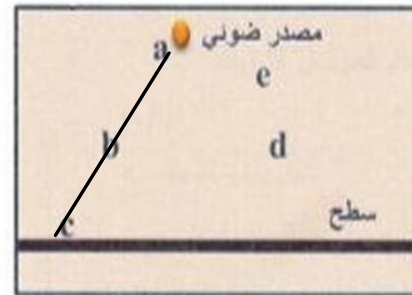
2) Which of the following path represent ray model of light ?

✓ a) from a to b to c

b) from a to d to c

c) from a to e to c

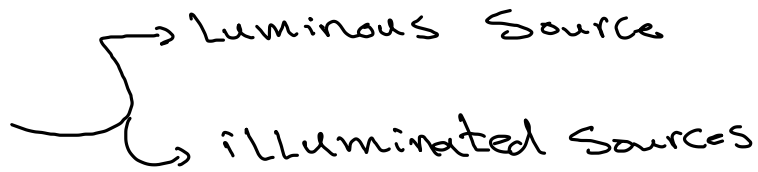
d) from a to e to d to c



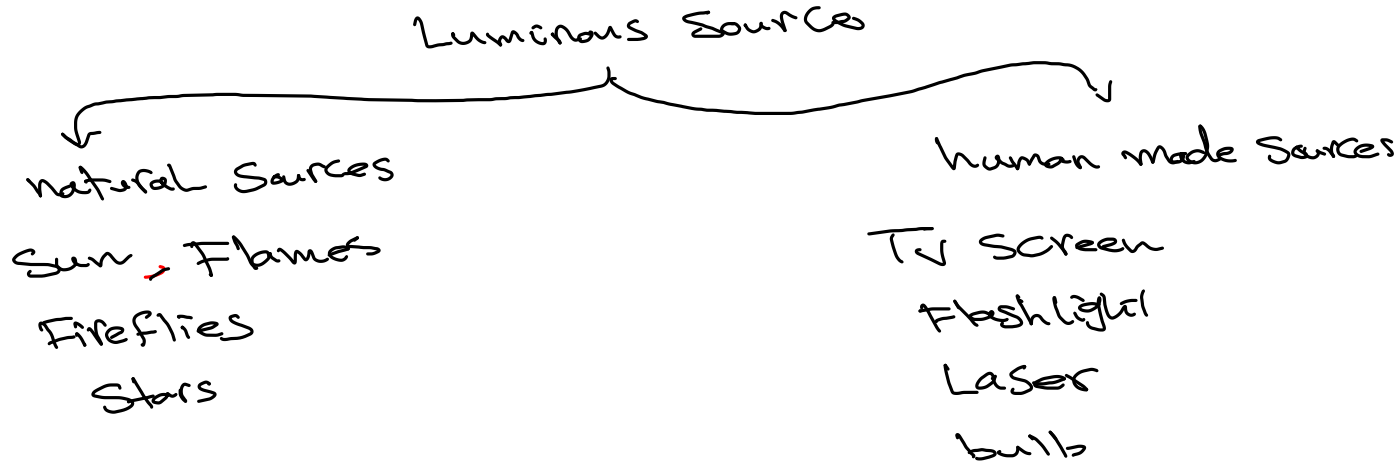
3) When does light no longer travel in a straight line?

- A. When it loses power**
- B. When there is electrical interference**
- C. When it hits a boundary**
- D. When there is magnetic interference**

Sources of light



① Luminous Source : all sources that emits its own light



② Illuminated Sources

all Source That light Reflecting From them

Ex moon, body, plant, - - -



Light and matter



① transparent substances

- are mediums that allows most of light to transmit through it

EX glass, air

- It give clear image

② translucent media ^{شبه شفاف}

are media transmit Some of light and
reflect Some light So don't allow object
to be seen clearly

Ex Frosted glass

③ ^{متن} opaque media

are media doesn't allow light to
transmit through it but it reflect
and absorb light

EX book, people

4) Windows in a home usually give a clear view of what is outside. Which term describes this type of window?

- A. Opaque
- ✓ B. Transparent
- C. Translucent
- D. Reflector

5) Which material allows most of the light to pass through so that objects can be seen clearly?

- A. Opaque
- ✓ B. Transparent
- C. Translucent
- D. Reflective

6) Which type of material not allows light to pass through but scatter it?

- A. Transparent
- ✓ B. Opaque
- C. Translucent
- D. Reflective

7) Which type of material provides privacy while still letting some light through?

A. Opaque

B. Transparent

✓ C. Translucent

D. Reflective

Revision

$$X = \frac{y}{z} \Rightarrow \cancel{X} z = y \quad z \propto y$$

$$\text{At Constant } y \quad X \propto \frac{1}{z}$$

$$\text{at Constant } z \quad X \propto y$$

$$X = \frac{y}{Z^2}$$

inversely $X \propto \frac{1}{Z^2} \Rightarrow \frac{x_1}{x_2} = \frac{Z_2^2}{Z_1^2}$

directly $X \propto y \Rightarrow \frac{x_1}{x_2} = \frac{y_1}{y_2}$

Quantity of light

Factors affecting quantity of Light Source

- ① Power of light Source
 - ② Distance to light Source
 - ③ Angle at which light hits your eyes
-

we will study three physical quantity

① Luminous Flux Φ

② illuminance E

③ Luminous intensity I_v

① Luminous Flux Φ

The rate at which the Luminous Source "bulb" produce (emit) light energy

- unit of Luminous Flux is Lumen Lm

Ex Fluorescent bulb of 26 W $\Rightarrow$ 1750 Lm

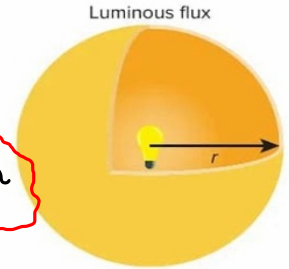


Figure 5 Luminous flux is the rate at which light rays are emitted from a luminous source.

② Illuminance E

is the Luminous Flux Φ at given Surface area A

$$E = \frac{\Phi}{A} = \frac{\Phi}{4\pi r^2}$$

$E \Rightarrow$ Illuminance

Unit of illuminance Lux lx

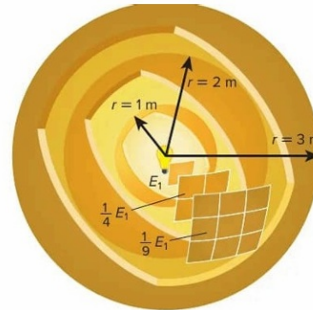
$A \Rightarrow$ Sphere Surface Area m^2

$$A = 4\pi r^2$$

$r \Rightarrow$ distance between light source and surface

Note

$$\textcircled{1} \quad 1 \text{ lx} \equiv \frac{\text{lm}}{\text{m}^2}$$
$$\text{lm} \cdot \text{m}^{-2}$$



$$\text{Illuminance}$$
$$E_1 = \frac{1750}{4\pi} \text{ lx}$$

$$E_2 = \frac{1750}{4\pi 2^2} \text{ lx}$$

$$E_3 = \frac{1750}{4\pi 3^2} \text{ lx}$$

Figure 6 Illuminance (E) is the quantity of light that strikes a surface. As the distance from the luminous source (r) increases, E decreases. E depends on the inverse of r squared.

$$E = \frac{P}{4\pi r^2}$$

at Constant P

$$E \propto \frac{1}{r^2}$$

$$\frac{E_1}{E_2} = \frac{r_2^2}{r_1^2}$$



inverse-square relation

الكمية

كل شيء في الكمية
للـ

$\frac{1}{2}$ لـ

- illuminance

- luminous intensity I_v

$\frac{1}{2}$ لـ