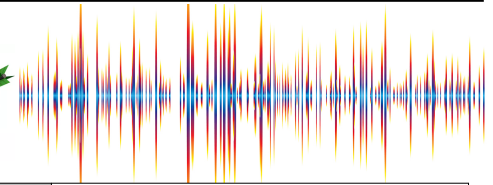




PRACTICE	LABS	TESTS
<ul style="list-style-type: none"> Unit 13 Problems (1-19) Video example problems 	<ul style="list-style-type: none"> Rube Goldberg lab reports due tomorrow 	Unit 13 Test Wednesday (4/17/19)

Properties and Detection of Sound



13.4

I can define, analyze, and solve problems involving sound.

UNIT 13 REVIEW: LEARNING TARGET 13.1

$$T = \frac{2\pi}{\omega} = \frac{1}{f}$$

f = frequency

T = period

ω = angular speed

UNIT 13 REVIEW: LEARNING TARGET 13.2

$$x = A \cos(2\pi ft)$$

A = amplitude

f = frequency

$$T_s = 2\pi \sqrt{\frac{m}{k}}$$

k = spring constant

ℓ = length

m = mass

$$T_p = 2\pi \sqrt{\frac{\ell}{g}}$$

T = period

t = time

x = position

UNIT 13 REVIEW: LEARNING TARGET 13.3

$$\lambda = \frac{v}{f}$$

f = frequency

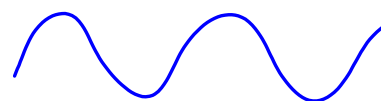
v = speed

λ = wavelength

$$\lambda = vT$$

Key Concepts

- Sound is a pressure variation transmitted through matter as a longitudinal
- A sound wave has frequency, wavelength, speed, and amplitude.
- The frequency of a sound wave is heard as its pitch.
- The pressure amplitude of a sound wave can be measured in decibels (dB).
- The loudness of sound as perceived by the ear and brain depends mainly on its amplitude.



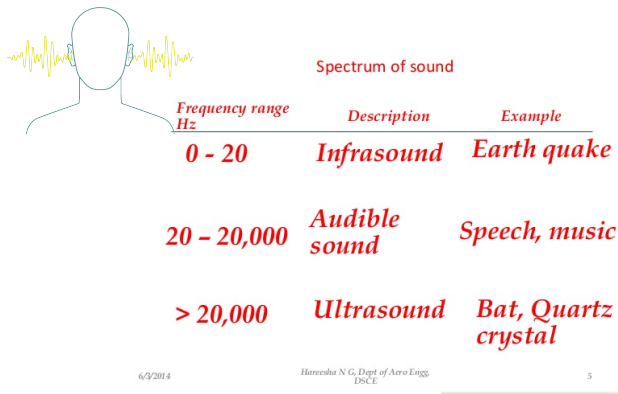
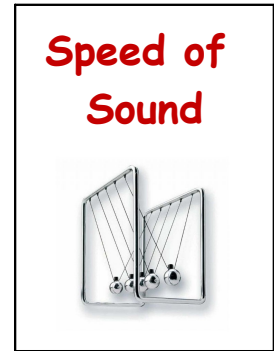


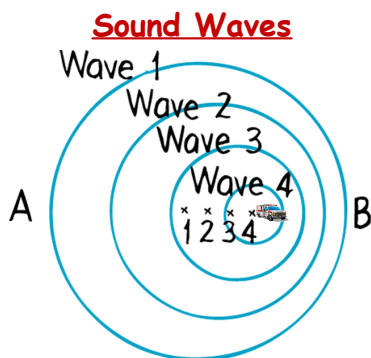
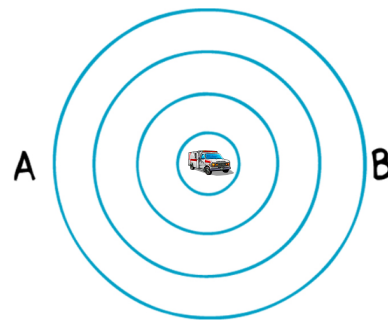
Table 15-1 Speed of Sound in Various Media	
Medium	m/s
Air (0°)	331
Air (20°)	343
Helium (0°)	972
Water (25°)	1493
Seawater (25°)	1533
Copper (25°)	3560
Iron (25°)	5130



Refraction

Sound waves bend when parts of the wave fronts travel at different speeds. This bending of sound is called **refraction**.

Sound Waves



The Doppler Effect

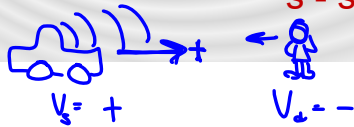
The **Doppler Effect** describes the change in frequency of a wave for an observer moving relative to the source of the wave.

The Doppler Effect

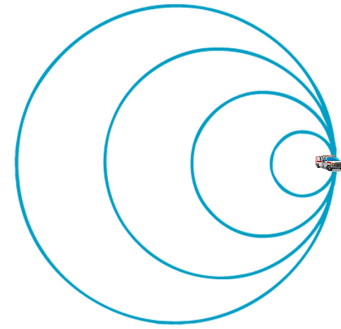
$$f_d = f_s \left(\frac{v - v_d}{v - v_s} \right)$$

$$v = 343 \text{ m/s}$$

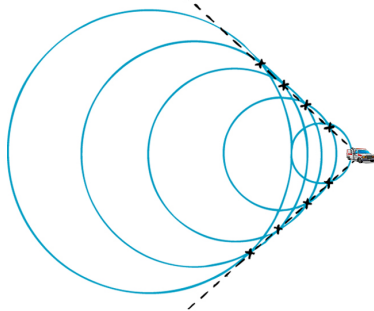
d - detector
s - source



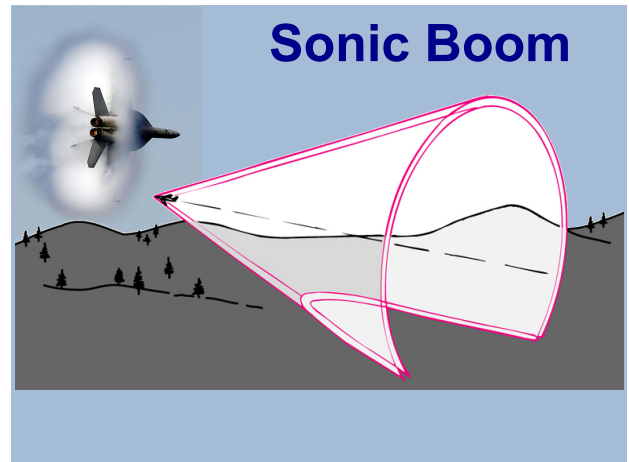
The Doppler Effect



The Doppler Effect



Sonic Boom



UNIT 13: IN-CLASS PROBLEMS

- During a thunder storm, you see a flash of lightning. Five seconds later you hear the corresponding thunder. How far away was the lightning strike?
- You drop a stone from rest into a well that is 7.35 m deep. How long does it take before you hear the splash?
- A trumpet player sounds C above middle C (524 Hz) while traveling in a convertible at 24.6 m/s. If the car is coming toward you, what frequency would you hear?

UNIT 13: IN-CLASS PROBLEMS

- During a thunder storm, you see a flash of lightning. Five seconds later you hear the corresponding thunder. How far away was the lightning strike?



UNIT 13: IN-CLASS PROBLEMS

6. During a thunder storm, you see a flash of lightning. Five seconds later you hear the corresponding thunder. How far away was the lightning strike?

$$x = v t$$

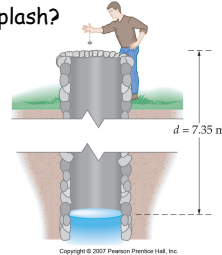
$$x = (343 \text{ m/s})(5 \text{ s})$$

$$x = 1715 \text{ m}$$



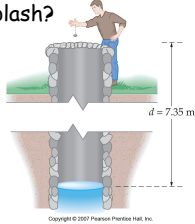
UNIT 13: IN-CLASS PROBLEMS

7. You drop a stone from rest into a well that is 7.35 m deep. How long does it take before you hear the splash?



UNIT 13: IN-CLASS PROBLEMS

7. You drop a stone from rest into a well that is 7.35 m deep. How long does it take before you hear the splash?



$$y = \frac{1}{2} g t_1^2$$

$$t_1 = \sqrt{\frac{2d}{g}} = 1.22 \text{ s}$$

$$d = v t_2$$

$$t_2 = \frac{d}{v} = \frac{7.35 \text{ m}}{343 \text{ m/s}} = 0.0214 \text{ s}$$

$$t = t_1 + t_2 = 1.24 \text{ s}$$

EXAMPLE Problem 1

8. A trumpet player sounds C above middle C (524 Hz) while traveling in a convertible at 24.6 m/s. If the car is coming toward you, what frequency would you hear?

EXAMPLE Problem 1

8. A trumpet player sounds C above middle C (524 Hz) while traveling in a convertible at 24.6 m/s. If the car is coming toward you, what frequency would you hear?

Known:
 $v = +343 \text{ m/s}$
 $v_s = +24.6 \text{ m/s}$
 $v_d = 0 \text{ m/s}$
 $f_s = 524 \text{ Hz}$

Unknown:
 $f_d = ?$

$$f_d = f_s \left(\frac{v - v_d}{v - v_s} \right) = (524 \text{ Hz}) \left(\frac{343 \text{ m/s} - 0}{343 \text{ m/s} - 24.6 \text{ m/s}} \right) = 564 \text{ Hz}$$

PRACTICE

Problems
(20-21)