Waves Lab 3/12/05 11:21 AM

## Lab 24, Waves, Ripple Tank Action

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## Purpose: To investigate the properties of waves in water.

- 1. Fill tank to the plastic frame with tap water (1cm deep).
- 2. Use a pencil for a point source wave generator.
- 3. Use a metal bar for a wave front generator.
- 4. Sketch the pattern of waves observed from a
  - a) point source.
  - b) wave front.
- 5. Sketch the pattern of wave interaction from a double point source.
- 6. Repeat the above with different frequencies.
- 7. Repeat the above with different amplitudes.
- 8. Reflection:

Sketch the patterns of a wave front reflected from

- a) plane reflector
- b) concave reflector.
- c) convex reflector.
- 9. Refraction:

Sketch the wave interactions with a shallow place (glass plate) with

- a) a direct hit.
- b) an angle attack.
- 10. Repeat with a different
  - a) frequency
  - b) amplitude.

## 11. Diffraction:

Sketch the wave action with a

- a) single slit
- b) double slit
- 12. Repeat with different
  - a) frequency
  - b) amplitude
- 13. Doppler Effect by moving
  - a) the source
  - b) the reflector.
- 14. The Grand Critique of wave interactions.