

Chapter Notes

B BYJU'S Classes Sound

Class 9

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Time period(T)

Longitudinal Wave

Mechanical

Wave





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- Particles vibrates in a direction parallel to the direction of motion of the wave.
- Contains compressions
 and rarefactions.

- Particles vibrates in a direction perpendicular to the direction of motion of the wave.
- Contains crests and troughs.

2. Sound as a wave

2.1 Propagation of Sound

Sound is produced by vibrating objects. • Sound requires a **medium** to be propagated. • Sound travels longitudinally in liquids and gases. • In air, sound propagates in the form of compressions and rarefactions. Rarefaction Compression Region of high pressure Region of low pressure and high density. and low density. Source of Sound Density variation R Source of Sound Pressure Variation C С R R R С R Crest Density or Avg density or pressure pressure Trough Distance

Special Note:

- Sound waves are longitudinal waves in fluids.
- Through solids, sound can travel both as longitudinal and transverse waves.



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d. Wavelength

• The distance between two successive crests or troughs (or) successive compressions and rarefactions is called as wavelength (λ) .



e. Amplitude

- It is the maximum displacement or distance moved by a particle from its mean position on either side.
- It is the Distance between mean position and crest or trough.



f. Speed of sound

- Sound travels through different media with different speeds.
- It depends on the properties of the medium: pressure, density and temperature
- Speed of sound:

Solids > Liquids > Gases

- Speed of the sound wave is the product of the wavelength and the frequency of the waveform.
- Speed = wavelength x frequency

 $v = f x \lambda$

| Medium | Speed |
|--------|----------|
| Air | 344 m/s |
| Water | 1530 m/s |
| Iron | 5130 m/s |
| | |

3. Reflection of Sound

Sound Reflects Just Like Light:

- 1. The incident wave, reflected wave, and the normal at the point of incidence lie in the same plane.
- 2. The angle of incidence and angle of reflection are equal.





3.2 Reverberation

- Created by the superposition of echoes.
- It is the Persistence of sound because of multiple reflections
- Reflected sound reaches the listener in less than 0.1 s after the direct sound.



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