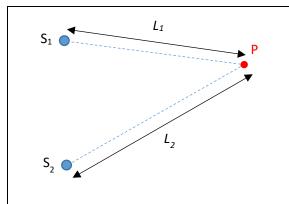
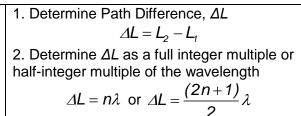
Superposition

Principle of Superposition – when two or more waves of the same nature meet at a point, the resultant displacement is the vector sum of the individual displacements due to each waves.

Interference – two or more waves of the same type superpose to produce a resultant wave.				
Constructive Interference Destructive Interference				
 Two waves <u>meet in phase</u>, resultant 	 Two waves meet in antiphase, resultant 			
displacement is greater than individual	displacement is minimum.			
displacements by each wave				

Whether Constructive or Destructive Interference at a point, P?





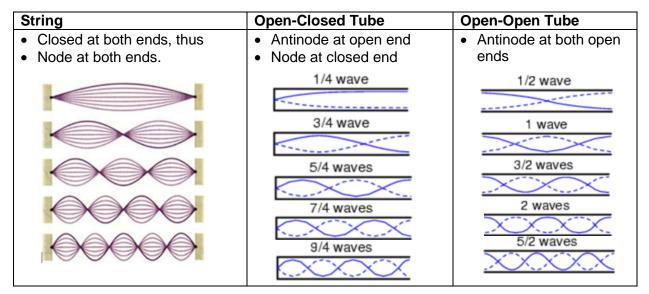
3. Look for whether sources are in phase or antiphase.

(Note: S_1 and S_2 are coherent: constant phase difference)

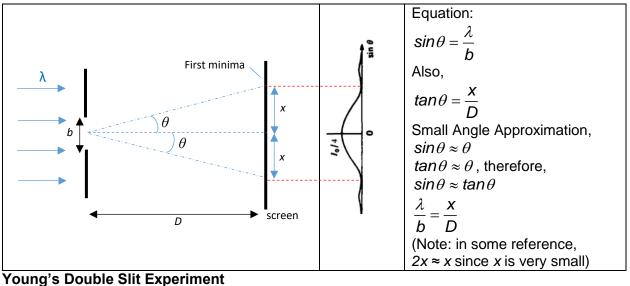
	Sources start in Phase		Sources start in antiphase		
Path Difference	nλ	(2n+1)/2 λ	nλ	(2n+1)/2 λ	
Will Meet	In Phase	Antiphase	Antiphase	In Phase	
Conclusion	Constructive	Destructive	Destructive	Constructive	

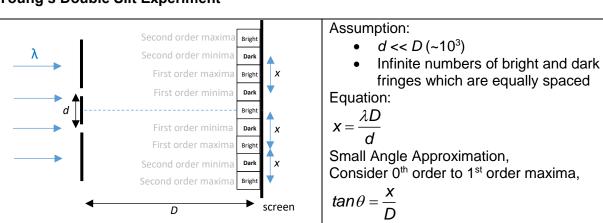
Stationary Waves

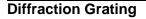
Application of Stationary Waves

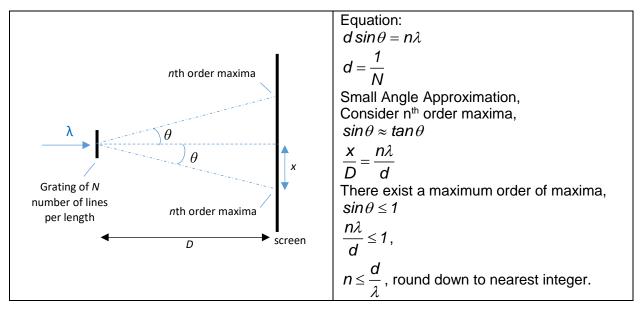


Single Source Diffraction

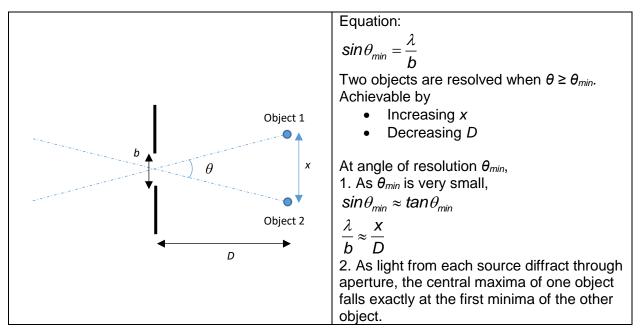








Rayleigh Criterion



Further Note:

- Each equation above applies to only one wavelength. If there are multiple wavelengths (e.g. magenta) entering each slit / grating / aperture at the same time, treat each wavelength of light separately.
 - In diffraction grating, there might be maximas from different wavelengths of light overlapping
- Example of single slit diffraction
 - Water waves



- Example of Young's Double Slit Experiment
 - Sound Waves: Speakers and microphone that detects loud sounds at pressure antinodes
 - Microwaves (same as light source)