

Physics - 10th Class Physics English Medium Chapter 12 Preparation

Q1. State and explain laws of reflection.

- Ans 1:** Reflection of light occurs according to following two laws called laws of reflection.
- i. The incident ray, reflected ray and normal at the point of incidence, all lie in the same plane.
 - ii. The angle of incidence and the angle of reflection are equal. i.e. $\angle i = \angle r$

Q2. What is Gastroscopy.

- Ans 1:** the endoscope used to diagnose the stomach is called Gastroscope.

Q3. Give the uses of compound microscope;

- Ans 1:** It is used to study bacteria and other micro objects.
- i. It is used to research in several fields of science like microbiology, biology, geology and genetics etc.

Q4. What is the use of contact lens?

- Ans 1:** Contact lens show the same result as eyeglasses do. These are small thin lenses are placed directly on cornea a thin layer of tears between the lens and cornea keeps the lens in place.

Q5. State the laws of refraction. What is the Snell' law/

- Ans 1:**
- i. The incident ray, refracted ray and the normal at the point of incidence all lie in the same plane.
 - ii. The ratio of sine of angle of incidence to the sin of angle of refraction r is always equal to the constant

Q6. What is the Snell' law.

- Ans 1:** Snell's law: The ration $\sin i / \sin r$ is known as the refractive index of the second medium with respect to the first medium.

Q7. State the conditions for total internal reflection.

- Ans 1:**
- i. Lights rays should travel from denser medium to rare medium.
 - ii. Angle of incidence i . should be larger than critical angle.

Q8. Define regular reflection.

- Ans 1:** The reflection by the smooth surface is called regular reflection. e.g. Reflection of silver surface.

Q9. Define principal axis

Ans 1: It is the line joining center of curvature and pole of the spherical mirror.

Q10. What is pinhole camera?

Ans 1: Pinhole camera is simpler than a camera with one lens is a pinhole camera . To make a pinhole camera, a tiny pinhole is made in one side of a box. An inverted real image is formed on the opposite side of the box.
