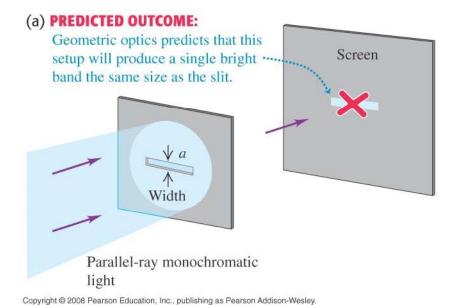
Puzzle

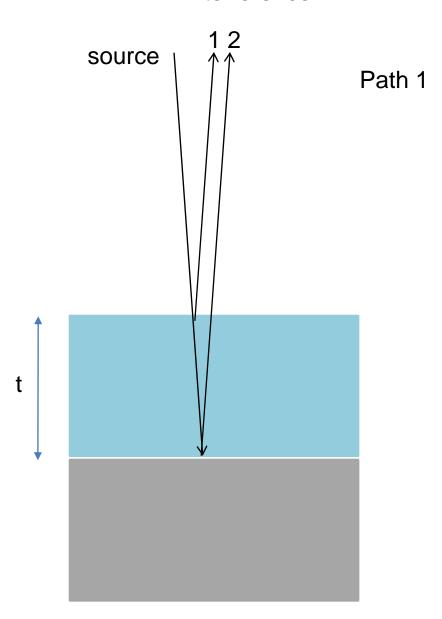


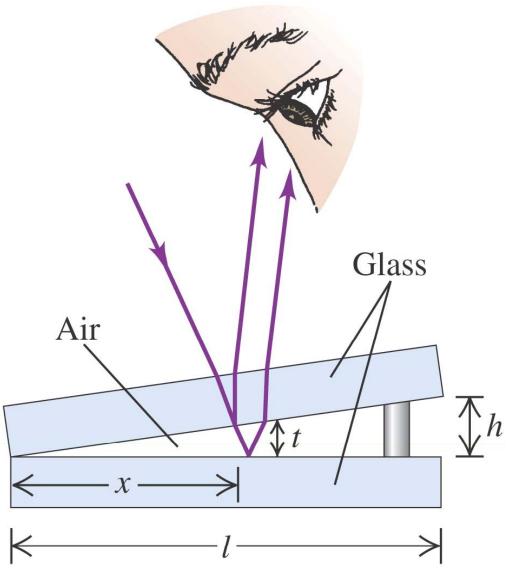
In reality, we see a diffraction pattern—a set of interference fringes.

(b) WHAT REALLY HAPPENS:

And, when the slit gets narrower, the central fringe gets WIDER

Thin film interference



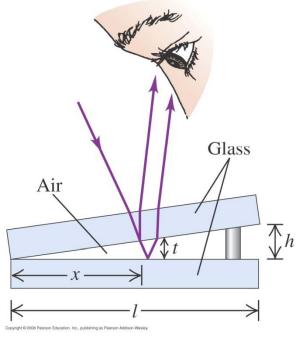


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Q35.6

0

An air wedge separates two glass plates as shown. Light of wavelength λ strikes the upper plate at normal incidence. At a point where the air wedge has thickness t, you will see a bright fringe if t equals



A. $\lambda/2$.

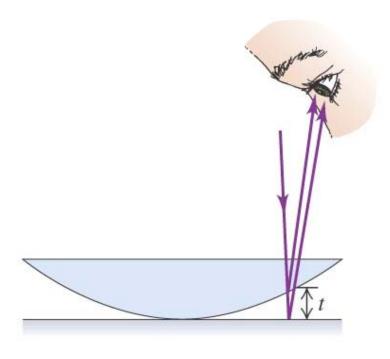
B. $3\lambda/4$.

C. λ.

D. either A. or C.

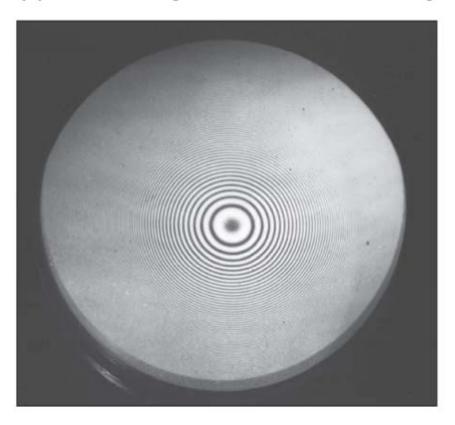
E. any of A., B., or C.

(a) A convex lens in contact with a glass plane

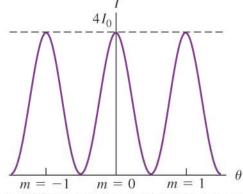


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(b) Newton's rings: circular interference fringes

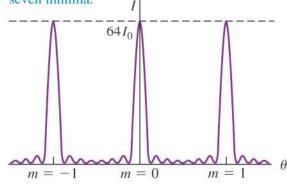


(a) N = 2: two slits produce one minimum between adjacent maxima.

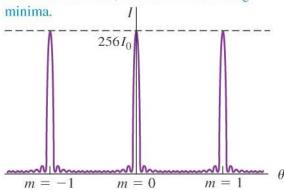


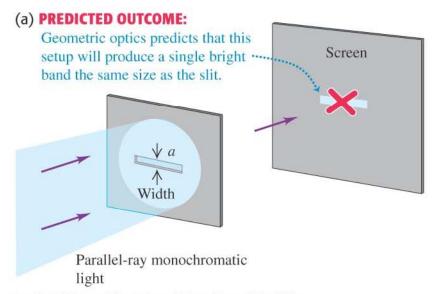
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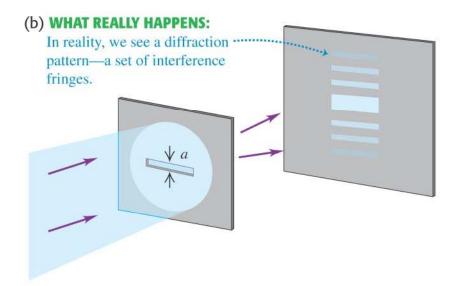
(b) N = 8: eight slits produce taller, narrower maxima in the same locations, separated by seven minima.



(c) N = 16: with 16 slits, the maxima are even taller and narrower, with more intervening minima

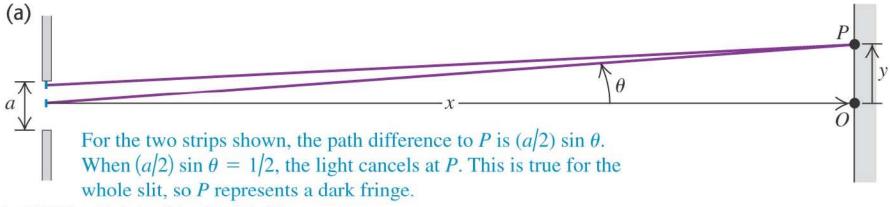






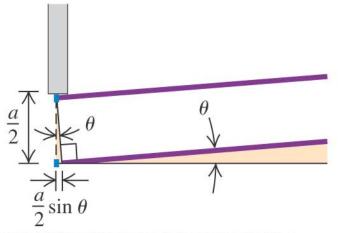
(c) Fraunhofer (far-field) diffraction

If the screen is distant, the rays to P are approximately parallel.



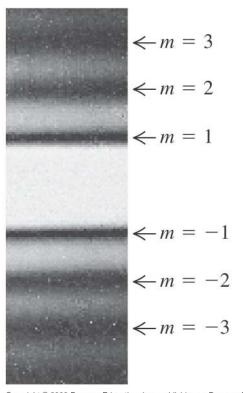
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(b) Enlarged view of the top half of the slit

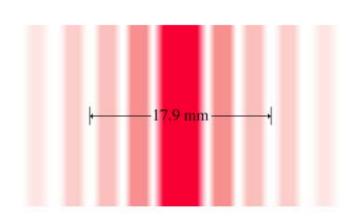


 θ is usually very small, so we can use the approximations $\sin \theta = \theta$ and $\tan \theta = \theta$. Then the condition for a dark band is

$$y_m = x \, \frac{m\lambda}{a}$$



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Light of wavelength λ passes through a single slit of width a. The diffraction pattern is observed on a screen that is very far from from the slit.

Which of the following will give the greatest increase in the angular width of the central diffraction maximum?

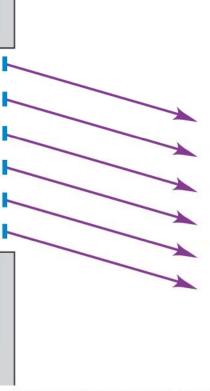
- A. Double the slit width a and double the wavelength λ .
- B. Double the slit width a and halve the wavelength λ .
- C. Halve the slit width a and double the wavelength λ .
- D. Halve the slit width a and halve the wavelength λ .

(c) Fraunhofer (far-field) diffraction

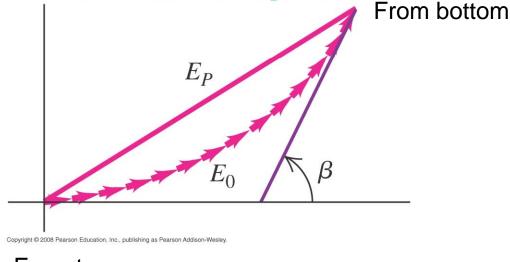
If the screen is distant, the rays to P are approximately parallel.

(c) Fraunhofer (far-field) diffraction

If the screen is distant, the rays to *P* are approximately parallel.

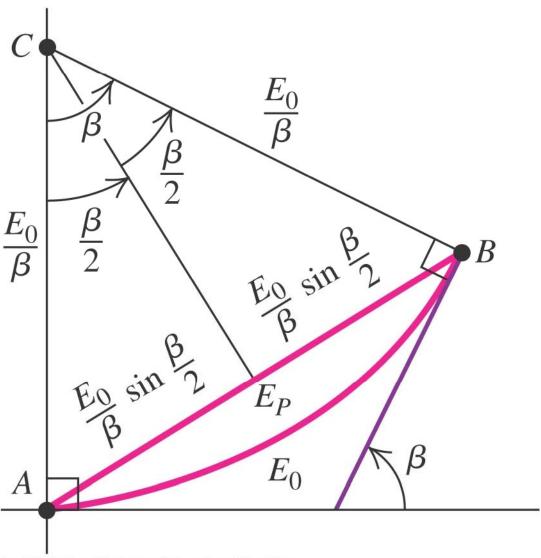


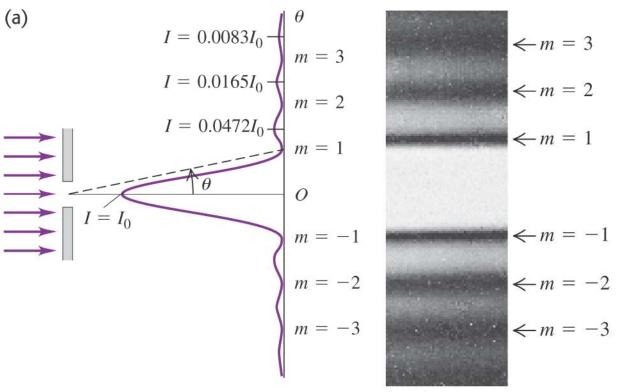
(c) Phasor diagram at a point slightly off the center of the pattern; β = total phase difference between the first and last phasors.



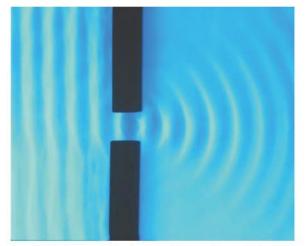
From top

(d) As in (c), but in the limit that the slit is subdivided into infinitely many strips









(b)

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