ConcepTest 35.2b Mirror II

You stand in front of a mirror. How tall does the mirror have to be so that you can see yourself entirely?

- 1) same as your height
- 2) less than your full height but more than half your height
- 3) half your height
- 4) less than half your height
- 5) any size will do



ConcepTest 35.2b Mirror II

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 - 4) less than half your height
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Trace the light rays from the image's foot to the mirror and then to the eye. Since we know that θ_i = θ_r , you need a mirror only half your size.



ConcepTest 35.2c Mirror III

Does this depend on your distance from the mirror?

1) No.

2) Yes.

- 3) Depends on the mirror.
- 4) Depends on the person.



ConcepTest 35.2c Mirror III

Does this depend on your distance from the mirror?



- 3) Depends on the mirror.
- 4) Depends on the person.

The further you step back, the smaller the incident and reflected angles will be. But the rays will still be reflected at the same points, so the ray from the foot will still be reflected at midheight.



ConcepTest 35.4a Refraction I

Parallel light rays cross interfaces from air into two different media, 1 and 2, as shown in the figures below. In which of the media is the light traveling faster?

- - 1) medium 1
 - 2) medium 2
 - 3) both the same



ConcepTest 35.4a Refraction I

Parallel light rays cross interfaces from air into two different media, 1 and 2, as shown in the figures below. In which of the media is the light traveling faster?



- 2) medium 2
- 3) both the same

The greater the difference in the speed of light between the two media, the greater the bending of the light rays.



Follow-up: How does the speed in **air** compare to that in 1 or 2?

ConcepTest 35.5a

To shoot a fish with a gun, should you aim directly at the image, slightly above, or slightly below?

Gone Fishin' I

- 1) aim directly at the image
- 2) aim slightly above
- 3) aim slightly below



ConcepTest 35.5a Gone Fishin' I

To shoot a fish with a gun, should you aim directly at the image, slightly above, or slightly below?

1) aim directly at the image

2) aim slightly above

3) aim slightly below

Due to refraction, the image will appear higher than the actual fish, so you have to aim <u>lower</u> to compensate.