
Chapter 05 – Geometrical Optics

- 1) The objects which generate are called – objects. (Eg – Bulbs,,, flame)
- 2) The objects which do not generate are called – objects. (Eg. chair, cat,,)
- 3) are sensitive to
- 4) objects can be seen when the generated by objects enter the
- 5) objects can be seen when the objects the generated by the objects.
- 6) The objects which allow to travel through them are called objects. (Eg., polythene)
- 7) The objects which does not allow to travel through them are called objects. (Eg. wood, bricks)
- 8) The object which allow to travel in directions are called materials. (oil paper, tissue paper).
- 9) A bundle of rays is called a
- 10) A bundle of rays which travel to each other is called a
- 11) A bundle of rays which meet at a point is called a
- 12) A bundle of light rays which get separated from each other is called a divergent beam.



(a) Parallel beam



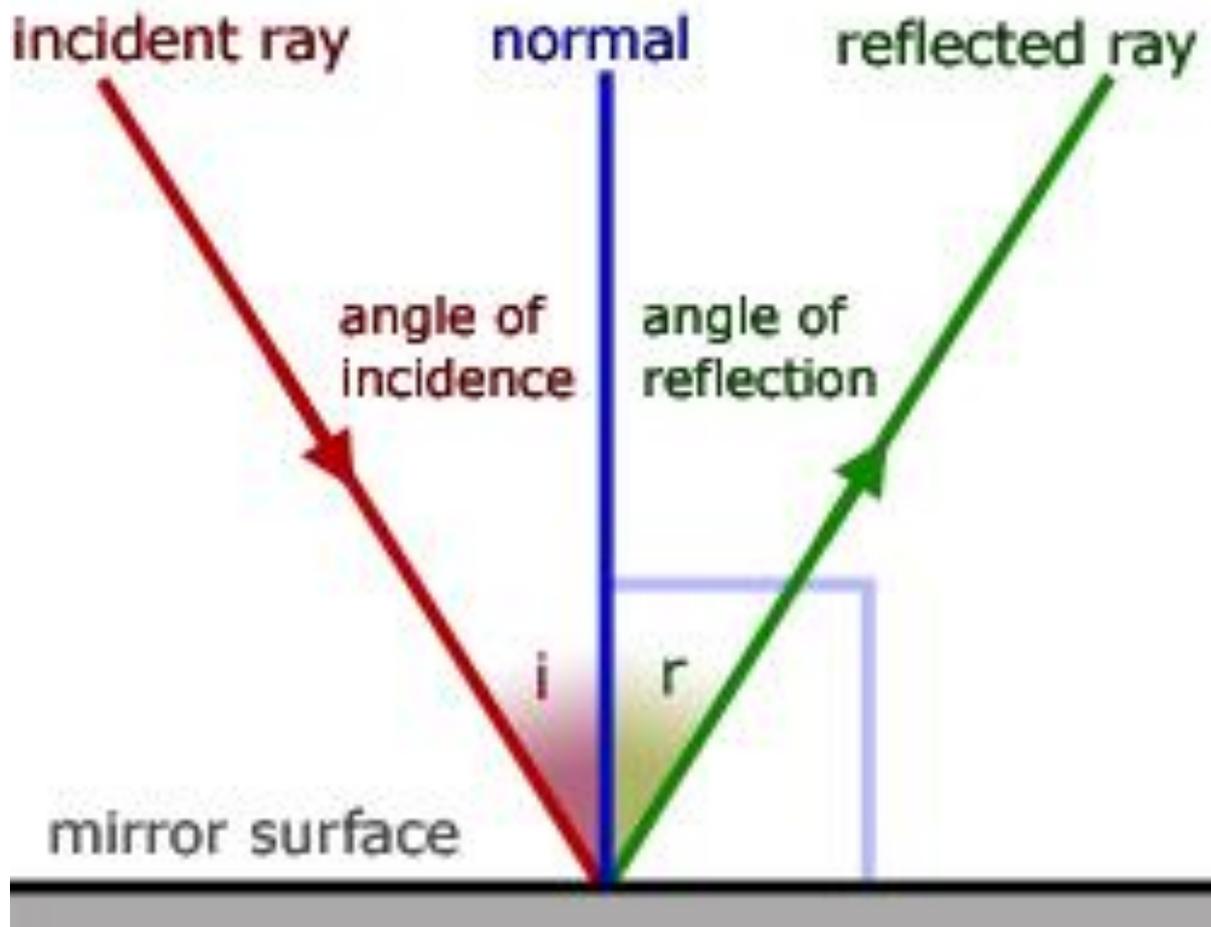
(b) Converging beam



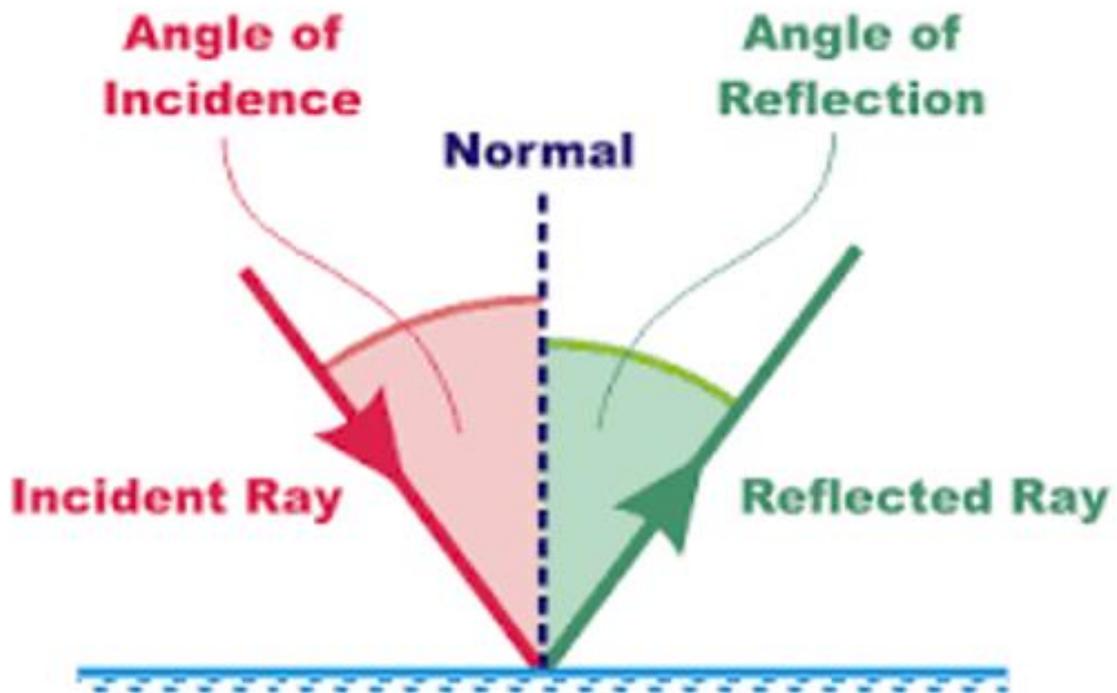
(c) Diverging beam

Reflection of light

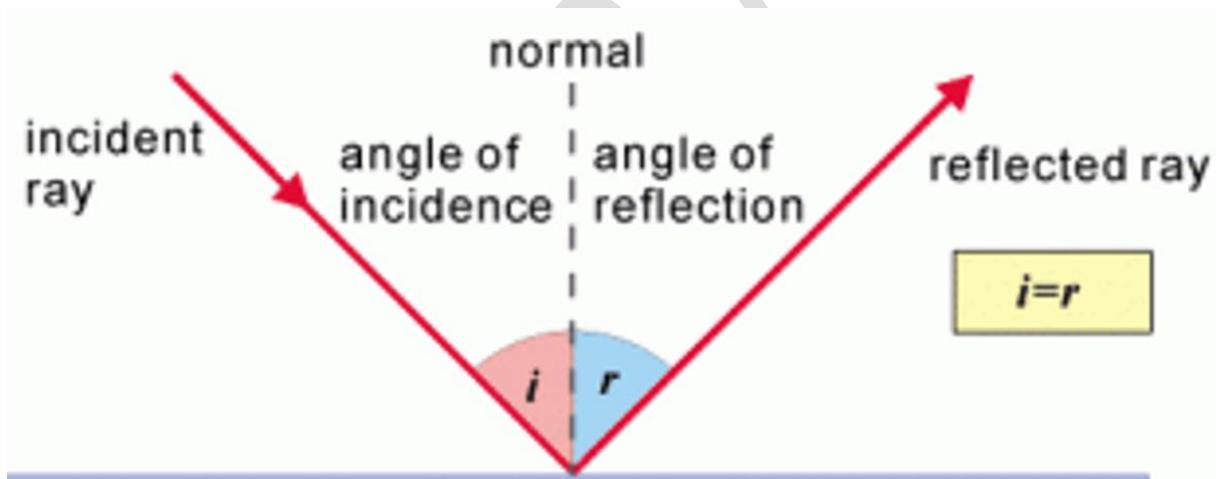
- 1) When travels in one (air) and hit on a which separates another (glass) and come back to the same (air) is called of



- 2) The ray which comes towards a which separate two is called the ray.
- 3) The ray which get and go away from a which separates two is called the ray.
- 4) The point where an ray touches the is called the
- 5) An line drawn at the which is to the surface which separates two is called the
- 6) The between the and the is called the (i).
- 7) The between the and the is called the (r).



Laws of reflections



First Law – ray, & the ray lie on the same

Second Law – is to the