

When 2 point sources emit waves and the two wave meet	Angle at which a wave (e.g. light) strikes a mirror or enters a medium which is measured relative to the normal	Angle at which a wave (e.g. light) refracts at a boundary of two mediums - measured relative to the normal	Angle at which a wave (e.g. light) reflects from a mirror - measured relative to the normal
2-point source interference	Angle of incidence	Angle of refraction	Angle of reflection
Lines of constructive interference where crest meets crest	Specific rays of light on a ray diagram e.g. for a convex lens a ray of light parallel to the principle axis deviates to pass through the focal point	Area of constructive interference	Lens that diverges (spreads out) waves (e.g. light) as wave passes through it
Antinodal lines	Appropriate rays	Bright fringe	Concave lens
Mirror that converges (focuses) waves (e.g. light) as wave is reflected from it	Lens that converges (focuses) waves (e.g. light) as wave passes through it	Mirror that diverges (spreads out) waves (e.g. light) as wave is reflected from it	Minimum angle which produces total internal reflection - measured relative to the normal
Concave mirror	Convex lens	Convex mirror	Critical angle
Shaped reflector which converges or diverges a wave (e.g. light)	Area of destructive interference	Wave changes direction	Bending of waves around a barrier/gap (provided barrier/gap is about same as wavelength of wave)
Curved mirror	Dark fringe	Deviates	Diffraction

Refraction in e.g. a prism causes white light to split up into colours	Family of waves (e.g. light) don't require medium, are transverse and travel at $3 \times 10^8 \text{ ms}^{-1}$	Distance from pole of lens or mirror to the focal point	Point where parallel rays converge or would converge
Dispersion	Electromagnetic wave	Focal length	Focal point
The number of waves passing a point per second	Band of light/dark	Picture produced by light passing through a lens or reflected by a mirror	Ray of light about to collide with boundary / interface
Frequency	Fringe	Image	Incident
Waves about to collide with boundary / interface	Boundary between two different media	Transparent medium (such as glass) which deviates light to cause convergence or divergence	Find the distance between the pole of the lens / mirror and the image produced
Incoming waves	Interface	Lens	Locate image
How much bigger / smaller the image is compared to the object	Is image real / virtual, inverted/non-inverted, magnified / diminished	Line of destructive interference	Imaginary line at right angles to boundary / interface
Magnification	Nature of image	Nodal lines	Normal

Source of wave e.g. light bulb	Material with a higher refractive index than its surroundings that traps light in it (commonly glass)	When wave collides with a boundary / interface the reflected wave has same speed/amplitude as incident wave but opposite polarity (upside down).	Frequency of sound (low pitch = low frequency, high pitch = high frequency)
Object	Optical fibre	Phase change	Pitch
Flat interface between two different media	Flat mirror producing regular reflection	Distance from centre of curvature to pole of lens / mirror (twice the focal length)	2 dimensional diagram used to find position of image by drawing straight lines
Plane boundary	Plane mirror	Radius of curvature	Ray diagram
Wave "bounces off" boundary / interface	Deviation of wave e.g. light	Ratio of wave speed (e.g. light) in one medium compared to another	Object where image can be viewed
Reflection	Refraction	Refractive index	Screen
Device to make electrical waves of variable frequency (used with a loudspeaker to make sound waves)	Gap / Aperture	Longitudinal wave that requires a medium (travels at 340ms^{-1} in air)	Addition of wave pulses
Signal generator	Slit	Sound waves	Superposition of pulses

When wave (e.g. light) passes from optically denser medium to optically less dense medium at greater than the critical angle, the wave is reflected as opposed to refracted	Top of the wave	Direction which wave is travelling (wave front will be at 90° to this)	Point on wave where waves have the same path length from the source
Total internal reflection	Wave crest	Wave direction	Wave front
Distance between a trough and a trough or a crest and a crest			
Wavelength			