

Relationships

↑ frequency \Rightarrow ↑ pitch (Direct)

↑ volume \Rightarrow ↑ amplitude (Direct)

↑ frequency \Rightarrow ↓ wavelength (Inverse)

SONAR-

(Sound Navigation and Ranging)

Sends out waves and the sound waves bounce off objects and come back.

Depending on how long it takes for the sound to come back, you can determine the distance of an object.

Interference- When 2 waves meet their amplitude is added together.

Constructive Interference- When the resulting amplitude of the 2 waves is greater.

Destructive Interference- When the resulting amplitude of the 2 waves is less.