



**Al-Mustaqbal University**

**College of Engineering & Technology**

**Biomedical Engineering Department**



**Subject Name: [Physics](#)**

**1<sup>st</sup> Class, First Semester**

**Subject Code: [[Insert Subject Code Here](#)]**

**Academic Year: 2024-2025**

**Lecturer: [Assist lect. Hiba Diao Alrubaie](#)**

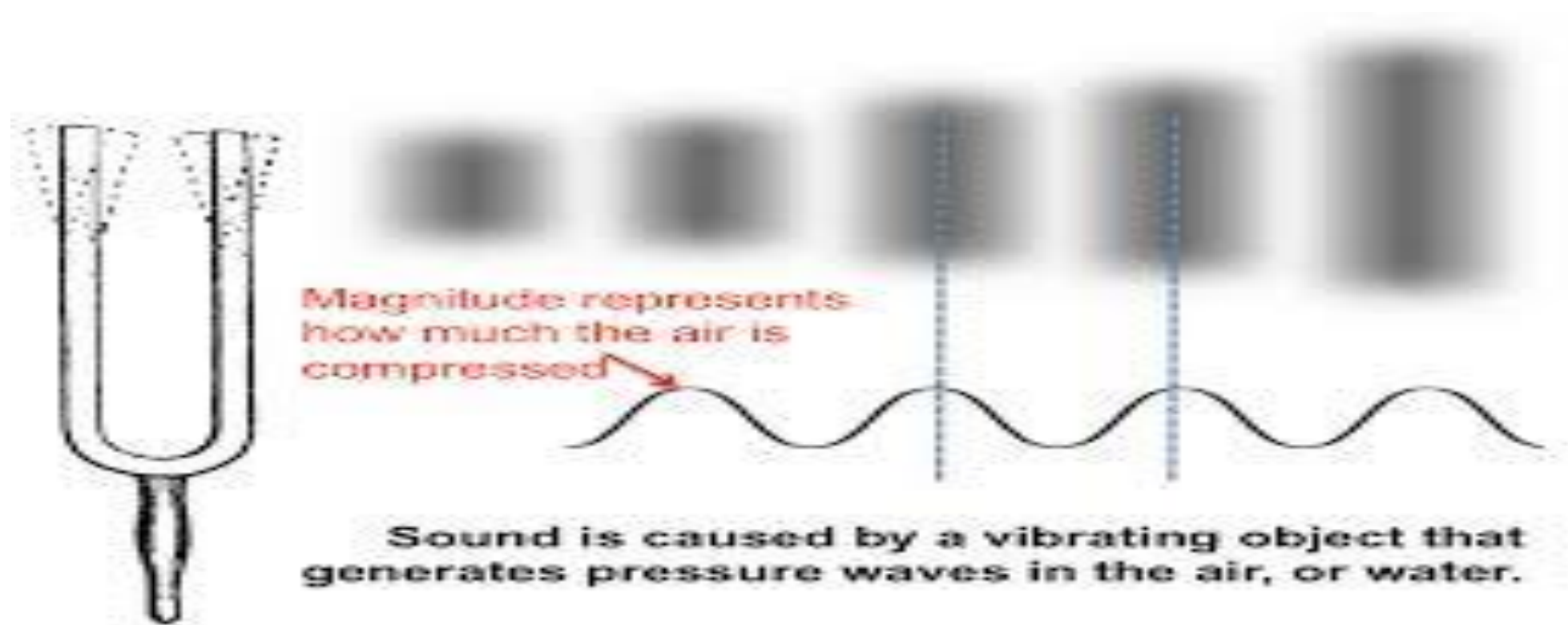
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**Lecture No.: -6**

**Lecture Title: [[Sound](#)]**



**Sound** is a form of mechanical wave that propagates through a medium (such as air, water, or solids) by compressions and rarefactions. It is created by vibrating objects and requires a medium to travel, meaning it cannot propagate in a vacuum.



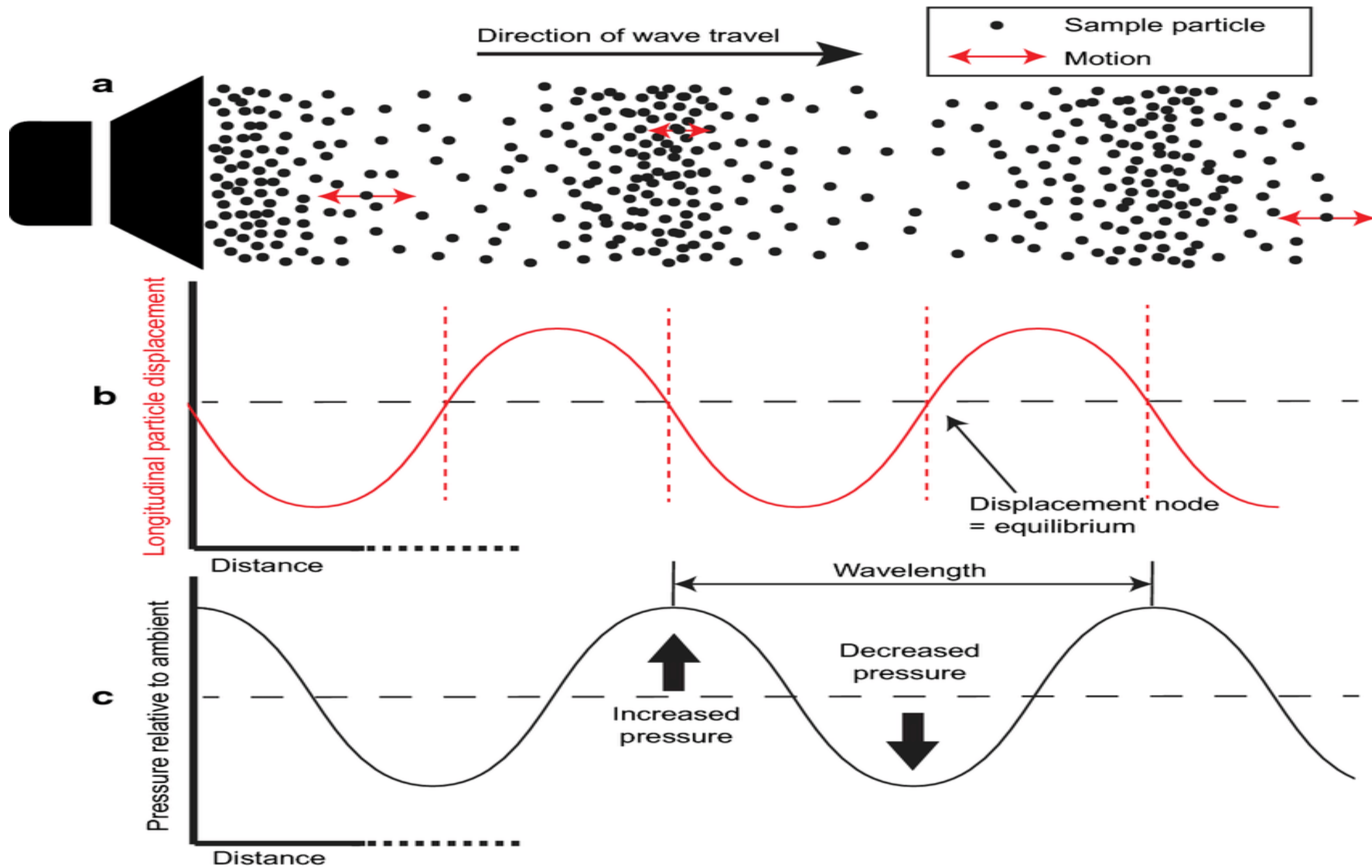
# Properties of Sound Waves

## 1.Type of Wave:

1. Sound waves are **longitudinal waves**, meaning the particles in the medium move parallel to the direction of wave propagation.
2. In some cases, sound can exhibit transverse wave properties when traveling in solids.

## 2.Speed of Sound:

1. The speed of sound depends on the medium:
  - 1.**Air (at 20°C):**  $\approx 343$  m/s
  - 2.**Water:**  $\approx 1500$  m/s
  - 3.**Steel:**  $\approx 5000$  m/s
2. Sound travels fastest in **solids**, slower in **liquids**, and slowest in **gases** because of the difference in particle density and elasticity.



## Frequency and Pitch:

- **Frequency (f)** is measured in **Hertz (Hz)** and determines the pitch of the sound.
- **Human hearing range:** 20 Hz – 20,000 Hz.
- **Infrasound:** Below 20 Hz (e.g., earthquakes, elephant communication).
- **Ultrasound:** Above 20 kHz (e.g., medical imaging, sonar).

## Amplitude and Loudness:

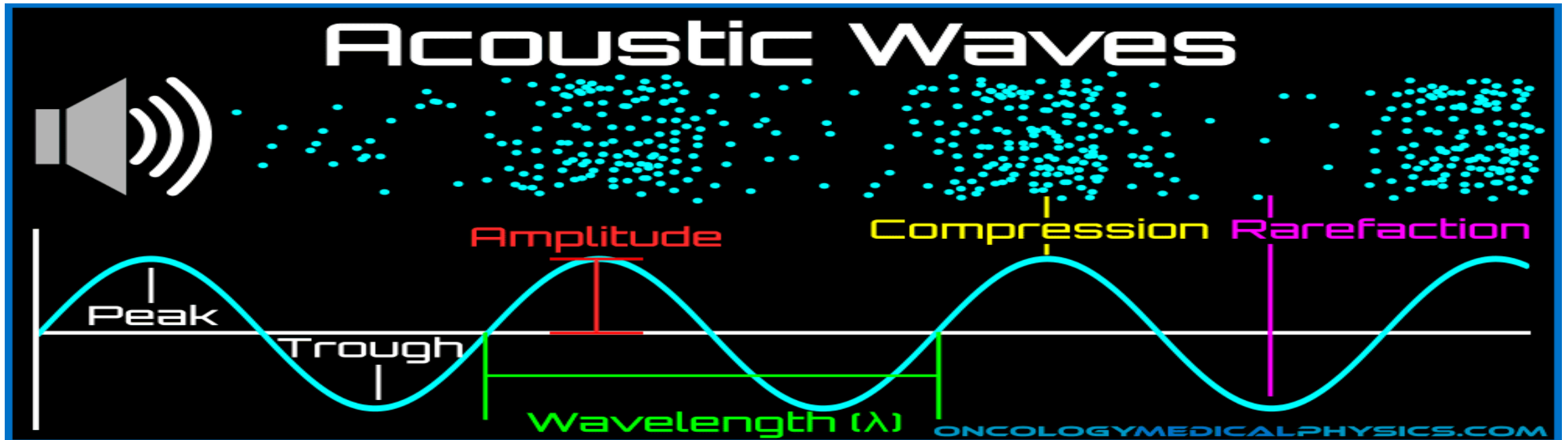
- Amplitude is related to the **energy** of the sound wave and determines its **loudness**.
- Measured in **decibels (dB)**:
  - Whisper:  $\approx 30$  dB
  - Normal conversation:  $\approx 60$  dB
  - Jet engine:  $\approx 120$  dB (pain threshold).

## Wavelength and Frequency Relation:

- The speed of sound ( $v$ ) is related to its **frequency** ( $f$ ) and **wavelength** ( $\lambda$ ) by the equation:  
$$v = f\lambda$$
- Higher frequency = shorter wavelength, and vice versa.

## Reflection, Refraction, and Diffraction:

- Reflection:** Sound waves bounce off surfaces (e.g., echoes).
- Refraction:** Sound bends when it passes through different media.
- Diffraction:** Sound spreads out when passing through small openings.



## **1.Doppler Effect:**

1. The change in frequency of a sound wave due to the motion of the source or observer.
2. Example: An ambulance siren sounds higher when approaching and lower when moving away.+

## Applications of Sound in Physics

- **Medical Imaging (Ultrasound):** Uses high-frequency sound waves for diagnostic imaging.
- **Sonar:** Used in submarines to detect objects underwater.
- **Noise Cancellation:** Uses interference principles to reduce unwanted sound.
- **Musical Instruments:** Produce sound through vibrations of strings, air columns, or membranes.