

REFLECTION, REFRACTION

Let a beam of light fall at an oblique angle on one face of a glass cube. Mark points denoting the reflected and transmitted portions of the beam, as well as the original. Draw around the cube. Take the cube up & draw in the incident, reflected & refracted rays. Using a protractor, drop a perpendicular at the surface of the cube where the incident beam hit it. Measure the angle of incidence θ , the angle of reflection Φ , and the angle of refraction ϕ . Calculate the index of refraction for the cube. Compare this to the accepted value.

