

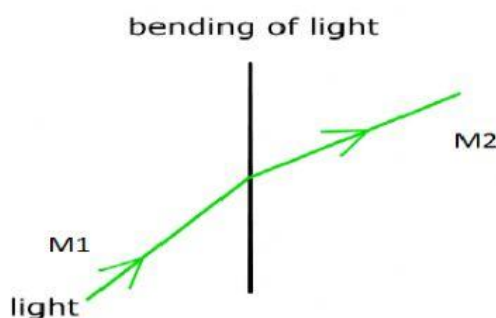


**NATIONAL MODEL SENIOR SECONDARY SCHOOL  
PEELAMEDU – COIMBATORE  
PHYSICS**

**CHAPTER – 10 LIGHT – REFLECTION AND REFRACTION**

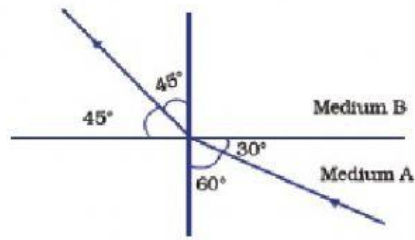
**OBJECTIVE TYPE QUESTIONS ON REFRACTION AND SNELL'S LAW**

1. Refraction means
  - (a) bouncing back of light
  - (b) scattering of light
  - (c) bending of light
  - (d) splitting of light
2. If an incident ray passes through normal from one to another medium, it will
  - (a) bend towards normal
  - (b) bend away from the normal
  - (c) it gets scattered
  - (d) pass without refraction
3. Angle of incidence is angle between
  - a. incident ray and normal
  - b. incident ray and refracted ray
  - c. incident ray and medium
  - d. refracted ray and normal
4. Laws of refraction says incident ray, \_\_\_\_\_, normal and \_\_\_\_\_ should lie in same plane.
  - a. refracted ray, point of incidence
  - b. reflected ray, point of incidence
  - c. emergent ray, point of incidence
  - d. refracted ray, emergent ray
5. When light travels from rarer to denser medium it bends \_\_\_\_\_ and speed \_\_\_\_\_.
  - (a) away from normal and increases
  - (b) towards normal and increases
  - (c) away from normal and decreases
  - (d) towards normal and decreases
6. Identify the medium 1 and 2 in the following fig.



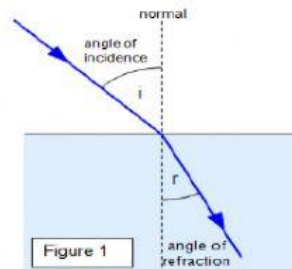
- (a) M1 – denser and M2 - rarer
- (b) M1 – rarer and M2 – denser
- (c) M1 – denser and M2 - denser
- (d) M1 – rarer and M2 - rarer

7. The value of refractive index for the following fig. is



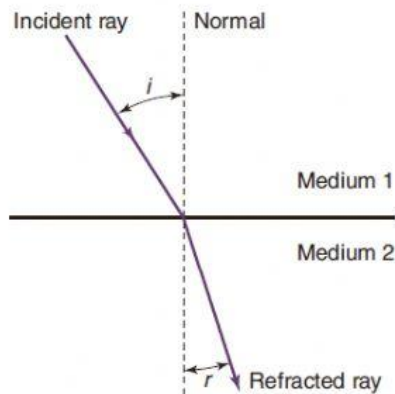
- (a)  $3/2$  (b)  $\sqrt{3}/\sqrt{2}$  (c)  $\sqrt{3}$  (d)  $\sqrt{3}/2$

8. Calculate refractive index if  $i = 60^\circ$  and  $r = 30^\circ$



- (a)  $3/2$  (b)  $\sqrt{3}/\sqrt{2}$  (c)  $\sqrt{3}$  (d)  $\sqrt{3}/2$

9. From the figure, M1 and M2



- (a) M1 – denser and M2 - rarer (b) M1 – rarer and M2 – denser  
(c) M1 – denser and M2 - denser (d) M1 – rarer and M2 - rarer

10. Condition for refraction is

- (a) two mediums are needed (b) mediums should be transparent  
(c) incident ray should fall obliquely (d) all the above.