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10 The ray of travelling from rarer medium to denser medium will bend towards the normal

11 The ray of light travelling from denser medium to rarer medium will bend away from the normal

12 The speed of light in

i) air - 3×10^8 m/s ii) water - 2.25×10^8 m/s iii) glass - 2×10^8 m/s

2 The speed of light in a medium determines whether the optical denser medium is denser or rarer

3 Water is optically denser as the speed of light decreases from 3×10^8 m/s to 2.25×10^8 m/s

4 air is optically rarer as the speed of light is more in air than glass

5 Refraction refers to the bending of ray of light due to difference in optical densities of 2 medium and thus speed

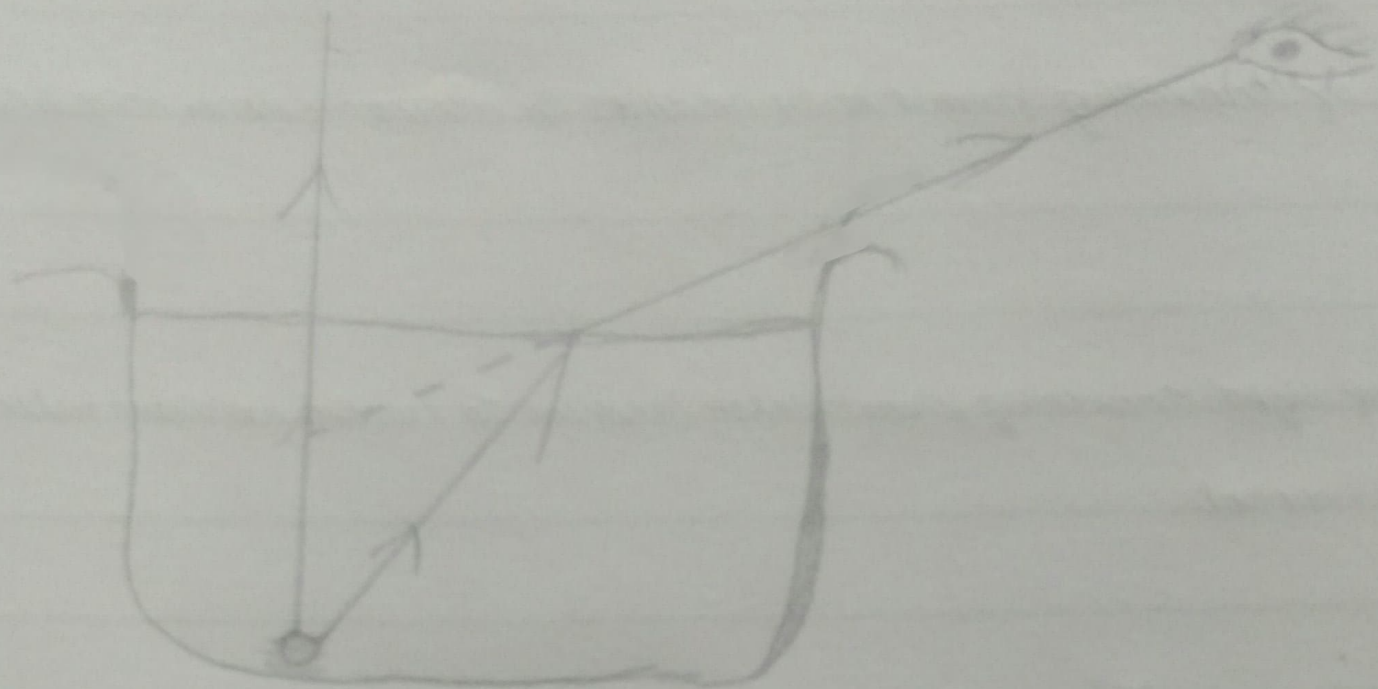
88 Incident ray - The ray of light that falls on the interface

Refracted ray - The ray that travels in another medium after being bent at normal

Angle of incidence - Angle formed by incident ray and normal

Angle of refraction - Angle formed by refracted ray and normal

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The angle of incidence when the incident ray falls normally on the glass slab is 0°