

amplitude	the maximum displacement of a vibrating particle from its equilibrium position
amplitude modulation	a type of modulation where the amplitude of the carrier wave is varied by an imposed signal
analog data	represents continuous variations in some quantity such as the volume of a sound, the intensity of light etc.
angle of incidence	the angle which an incident line or ray makes with a perpendicular to the surface at the point of incidence
angle of reflection	the angle made by a reflected ray with a perpendicular to the reflecting surface

angle of refraction	the angle made by a refracted ray with a perpendicular to the refracting surface
antinodal lines	lines joining points of constructive interference
beats	the interference effect of two almost identical waves passing through the same medium together; the resultant is a series of alternate maxima and minima in the amplitude of vibration
communication	the transfer of information from a sender to a receiver via a medium
compact disk	a plastic disk that has digital data encoded on it as a series of pits

compression

the region in a horizontal wave where the particles are closer than in their normal equilibrium position

concave

surface with centre of curvature on the same side as the observer

concave mirror

a mirror that converges parallel light rays incident on its surface

convex

having a surface with the centre of curvature on the opposite side to the observer

convex mirror

a mirror that causes parallel light to diverge

crest

a region of upward displacement in a transverse wave

critical angle

the angle of incidence for which the angle of refraction is 90 degrees; only occurs for waves going from a denser medium to a less dense medium

digital data

data that can be represented by two states e.g. numbers (digits) such as 0 and 1, on and off, high and low, etc.

digital video disk  
(DVD)

a plastic disk that can store vast amounts of information in binary format as a series of pits (holes)

echo

where sound reflects off a surface back to its source