

1. amplitude	the maximum displacement of a vibrating particle from its equilibrium position	19. digital video disk (DVD)	a plastic disk that can store vast amounts of information in binary format as a series of pits (holes)
2. amplitude modulation	a type of modulation where the amplitude of the carrier wave is varied by an imposed signal	20. echo	where sound reflects off a surface back to its source
3. analog data	represents continuous variations in some quantity such as the volume of a sound, the intensity of light etc.		
4. angle of incidence	the angle which an incident line or ray makes with a perpendicular to the surface at the point of incidence		
5. angle of reflection	the angle made by a reflected ray with a perpendicular to the reflecting surface		
6. angle of refraction	the angle made by a refracted ray with a perpendicular to the refracting surface		
7. antinodal lines	lines joining points of constructive interference		
8. 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		
9. communication	the transfer of information from a sender to a receiver via a medium		
10. compact disk	a plastic disk that has digital data encoded on it as a series of pits		
11. compression	the region in a horizontal wave where the particles are closer than in their normal equilibrium position		
12. concave	surface with centre of curvature on the same side as the observer		
13. concave mirror	a mirror that converges parallel light rays incident on its surface		
14. convex	having a surface with the centre of curvature on the opposite side to the observer		
15. convex mirror	a mirror that causes parallel light to diverge		
16. crest	a region of upward displacement in a transverse wave		
17. 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		
18. 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.		