

# Physics of Engineer Chapter 10: Property of Matter



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#### Outline





#### What is Matter?

Physical vs. Chemical Properties

Mass

Volume

Density

Example of Density

State of Matter



#### Outline





# Additional Physical PropertiesApplication of Physical Properties

Conclusion

Resources and References



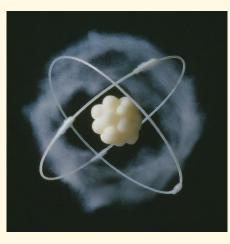
## Properties of Matter: An Exploration



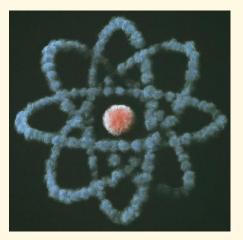
#### What is Matter?

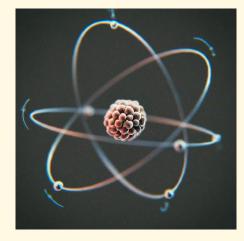
•Matter: Anything that has mass and occupies space.

•Made up of tiny particles called atoms.











#### Physical vs. Chemical Properties

•Physical Properties: Characteristics identified without changing the composition (color, density, hardness, etc.)

•Chemical Properties: Behavior of a substance during a reaction (flammability, reactivity, etc.)









#### Mass

- •Definition: The amount of matter in an object.
- •Unit: Measured in grams (g), kilograms (kg), etc.
- •Symbol: 'm'
- •Example: The mass of a book tells you how much matter it contains, regardless of its size or shape.







## Volume

•Definition: The amount of space occupied by an object.



- •Unit: Measured in cubic meters (m³), liters (L), etc.
- •Symbol: 'V'

•Example: The volume of a swimming pool tells you how much water it can hold.





#### Density

•Definition: Mass per unit volume.

•Formula: D = m/V (density equals mass divided by volume)

•Unit: Derived unit (kg/m³, g/cm³)

•Example: A denser object sinks in a less dense liquid (e.g., steel ball in water).









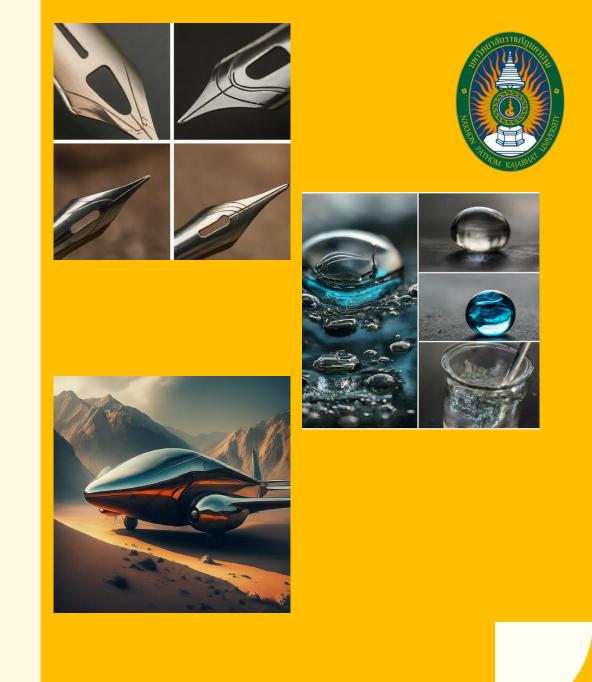
#### Examples of Density

•Osmium (very dense) – Used in tips of pen nibs due to its high wear resistance.



•Water (relatively dense) – Essential for life as most organisms depend on its properties.

•Air (very light density) – Allows airplanes to achieve lift due to the pressure difference between its wings.



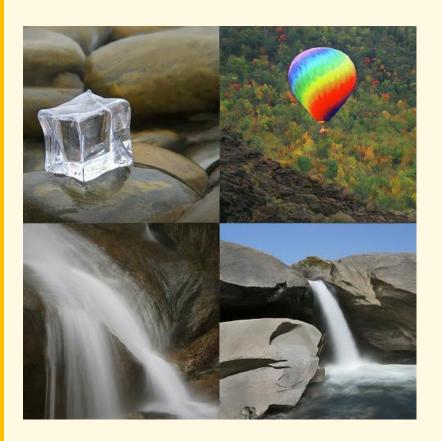
#### **States of Matter**



•Solid: Fixed shape and volume, particles tightly packed with minimal motion (e.g., ice).

•Liquid: Definite volume, takes the shape of its container, particles have more motion than solids (e.g., water).

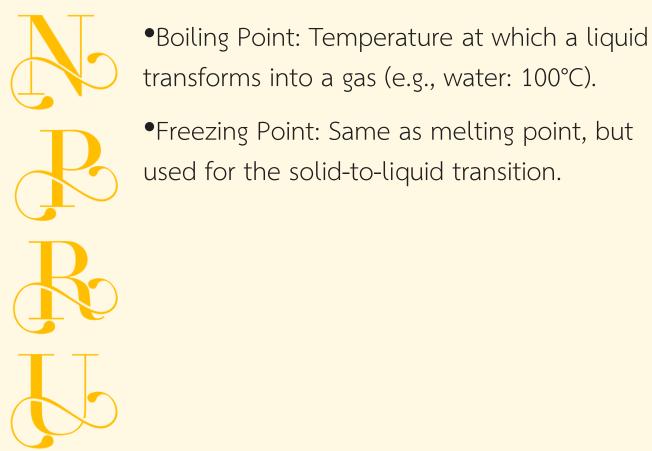
•Gas: No definite shape or volume, particles move freely with large spaces between them (e.g., air).





#### Additional Physical Properties

•Melting Point: Temperature at which a solid transforms into a liquid (e.g., water: 0°C).



D Critical point 22.089 Water Ice Pressure (kPa) (liquid) (solid) 101 Triple point 0.6 Water vapor (gas) 0 0.01 100 374 Temperature (°C)

#### **Applications of Physical Properties**

•Material selection (e.g., building materials based on strength and density)

•Separation techniques (e.g., filtration based on particle size)

•Daily life (e.g., cooking – boiling water for pasta)



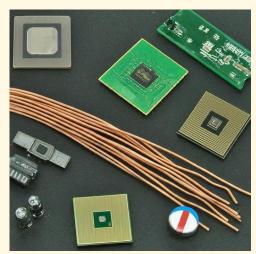






### Conclusion

•Physical properties are essential for understanding and working with matter. •They help us identify, differentiate, and utilize materials in various applications.







#### **Resources and References**





#### Textbooks:

•"Chemistry" by Zumdahl and Zumdahl (Latest Edition) [This is a widely used general chemistry textbook]

•"Physical Science" by Hewitt (Latest Edition) [A good resource for introductory physics concepts]

Websites:

•<u>https://www.khanacademy.org/science/chemistry/states-of-matter-and-intermolecular-forces</u> (Khan Academy: Matter and Its Properties) [Provides interactive exercises and explanations]

<u>https://www.vedantu.com/jee-main/chemistry-states-of-matter</u> (Vedantu: States of Matter) [Offers clear explanations and visualizations]
<u>https://byjus.com/chemistry/difference-between-physical-and-chemical-properties/</u> (BYJU'S: Difference Between Physical and Chemical

Properties) [Compares and contrasts physical and chemical properties]

#### Interactive Simulations:

•<u>https://phet.colorado.edu/en/simulation/density</u> (PhET Interactive Simulations: Density) [An interactive simulation for exploring density concepts]

•<u>https://phet.colorado.edu/sims/html/states-of-matter-basics/latest/states-of-matter-basics\_en.html</u> (PhET Interactive Simulations: States of Matter) [A simulation for visualizing particle behavior in different states]



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