* + Music vs. Noise
	+ Resonance
	+ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ Interference
	+ Acoustics
* **Music**
	+ specific pitches and sound quality
	+ regular \_\_\_\_\_\_\_\_\_\_\_\_\_
* **Noise**
	+ no definite \_\_\_\_\_\_\_\_\_\_\_\_\_\_
	+ no set pattern
* **Forced Vibration**
	+ when one vibrating object \_\_\_\_\_\_\_\_\_\_\_\_\_ another object to vibrate at the same frequency
	+ results in a louder sound because a greater surface area is vibrating
	+ used in \_\_\_\_\_\_\_\_\_\_\_\_\_\_, pianos, etc.
* **Resonance**
	+ special case of forced vibration
	+ object is induced to vibrate at its natural frequency
* **Fundamental**
	+ the lowest natural frequency of an object
* **Overtones**
	+ multiples of the fundamental frequency
* **Interference**
	+ the ability of 2 or more waves to combine to form a new wave
* **Beats**
	+ variations in sound \_\_\_\_\_\_\_\_\_\_\_produced by 2 slightly different frequencies
	+ both \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and destructive interference occur



* **Acoustics**
	+ the study of \_\_\_\_\_\_\_
* **Reverberation**
	+ echo effect produced by the \_\_\_\_\_\_\_\_\_ of sound