

$$\downarrow$$

$$\frac{0.024}{10} = 2.4$$

$$\downarrow$$

$$\frac{1}{2.4} = 416.67\text{Hz}$$

$$\downarrow$$

$$\frac{416.67 - 480}{480} \cdot 100 = -13\%$$

4. $T_1 = 7.993\text{s} - T_2 = 8.036\text{s} = 0.043\text{s}$

$$\downarrow$$

$$\frac{0.043}{10} = 4.3$$

$$\downarrow$$

$$\frac{1}{4.3} = 232\text{Hz}$$

$$\downarrow$$

$$\frac{232 - 256}{256} \cdot 100 = -9.3\%$$

Conclusion: As we tested these tuning forks, we see that our measuring is slightly off by a small amount of percentage. For The tuning fork number one, we found that the original hertz in -2.4% away from our calculations. The second tuning fork we found that it was -5.4% away from the original hertz to our calculations. The third tuning fork we found that the percentage between the original hertz to our calculations was -13%. It seems as if it's a big percent, but it's not because if you see at the calculations very close you can see that every number is a little off. As we see the fourth one, the original hertz to our calculations was -9.3% the difference. Each of these data observations has been very difficult due to the static in the air around us. Though, we still found our data very precisely and almost accurately. Each one of these data has many things in common. All of them are almost a bit percent off from the original hertz. We also saw that our percentage came out negative due to the small number on our testing. Sound waves are very easy to hear and if you measure it with the right tools, we can see how many waves are shown as long as you talk or make some noise.