

Principle and Use of UV-Visible Spectroscopy

Principle:

UV-Visible spectroscopy is based on the **absorption of ultraviolet (UV) and visible light** by molecules, leading to electronic transitions from the ground state to an excited state.

1. **Beer-Lambert Law:** The absorbance (A) of a solution is directly proportional to its concentration (c) and path length (l):

$$A = \epsilon \cdot c \cdot l$$

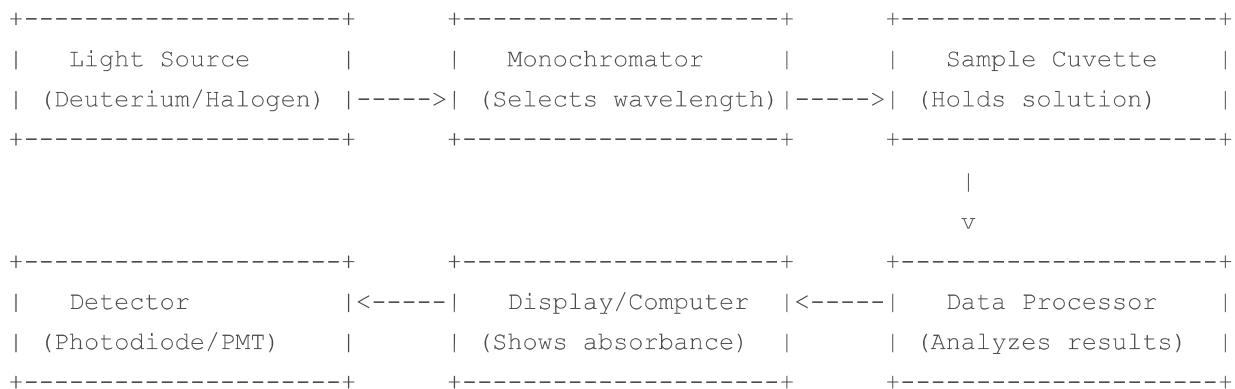
where:

- A = Absorbance (no units)
 - ϵ = Molar absorptivity ($\text{L}\cdot\text{mol}^{-1}\cdot\text{cm}^{-1}$)
 - c = Concentration (mol/L)
 - l = Path length (cm)
2. **Electronic Transitions:**
 - When molecules absorb UV-Visible light (190–800 nm), electrons transition between energy levels (e.g., $\pi \rightarrow \pi$, $n \rightarrow \pi$).
 - Conjugated systems (e.g., aromatic compounds, dyes) absorb strongly in this region.

Uses of UV-Visible Spectroscopy:

1. **Quantitative Analysis:**
 - Determining the concentration of unknown solutions (e.g., drugs, biomolecules).
2. **Qualitative Analysis:**
 - Identifying functional groups (e.g., aldehydes, ketones, conjugated dienes).
3. **Chemical Kinetics:**
 - Monitoring reaction progress by tracking absorbance changes.
4. **Pharmaceutical & Biochemical Applications:**
 - DNA/RNA analysis, protein quantification (e.g., Bradford assay).
5. **Environmental Analysis:**
 - Detecting pollutants (e.g., heavy metals, organic contaminants).

Schematic Diagram of a UV-Visible Spectrophotometer:



Key Components:

- 1. **Light Source:** Emits UV (Deuterium lamp) and visible (Tungsten/Halogen lamp) light.
- 2. **Monochromator:** Selects a specific wavelength.
- 3. **Sample Cuvette:** Holds the sample solution (usually quartz for UV, glass/plastic for visible).
- 4. **Detector:** Measures transmitted light (Photodiode or Photomultiplier Tube).
- 5. **Data System:** Displays absorbance/transmittance spectra.

This technique is widely used due to its **simplicity, accuracy, and broad applicability** in chemistry, biology, and environmental science.