or $$\beta = \frac{\lambda D}{d}$$ ..... (7)

Since, β doesn't depend upon m, it is constant i.e. width of all the bright bands is same on the screen.

By equation (5) and equation (7) we get that, $$\beta = \beta' = \frac{\lambda D}{d}$$ .....(8)

Thus in interference pattern every fringe is of equal width and present at equal separation.

Intensity variation on screen

If I_o represent intensity of each wavelet on the screen, then, the resultant intensity at a point on the screen corresponding to the angular position θ, is given by

$$I = 4I_o \cos^2 \frac{\phi}{2}$$ .....(9)

Where $$\phi = \frac{2\pi(d \sin\theta)}{\lambda}$$ .....(10)