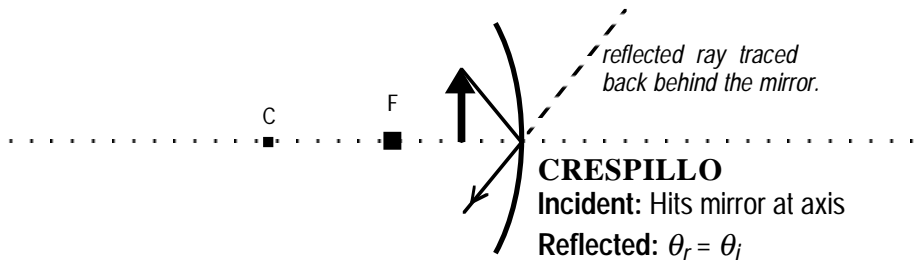
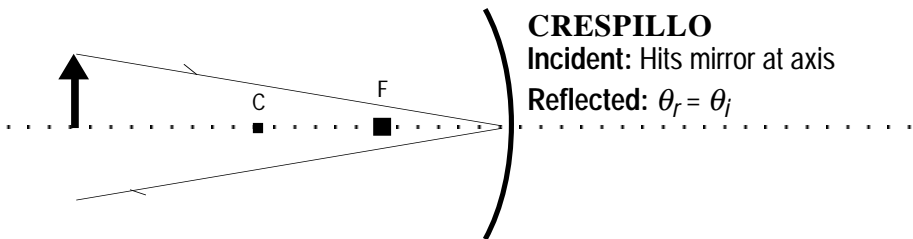
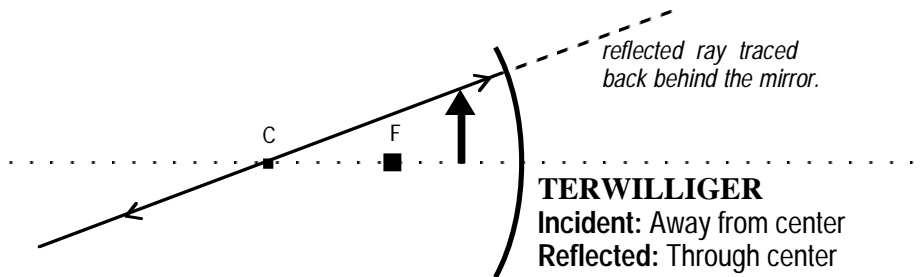
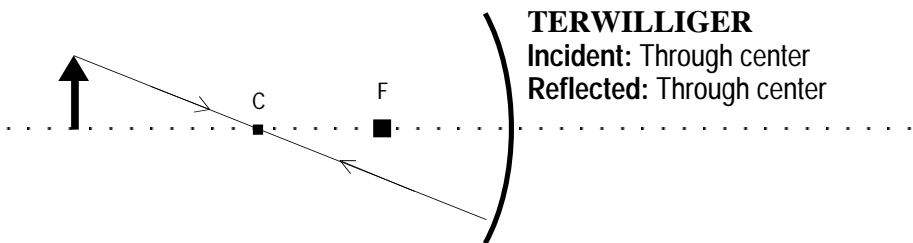
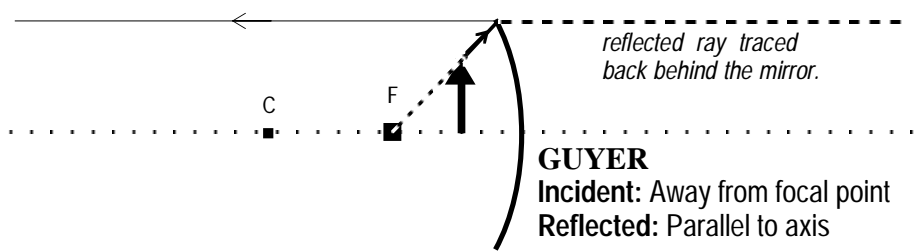
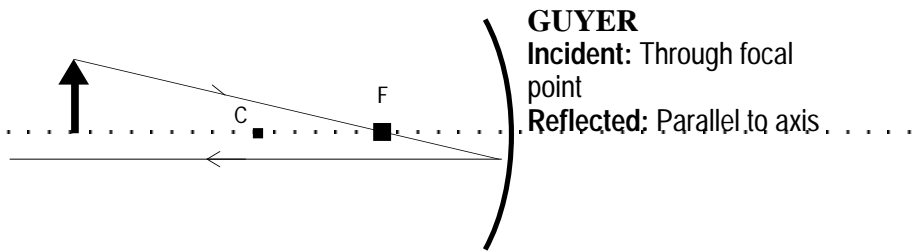
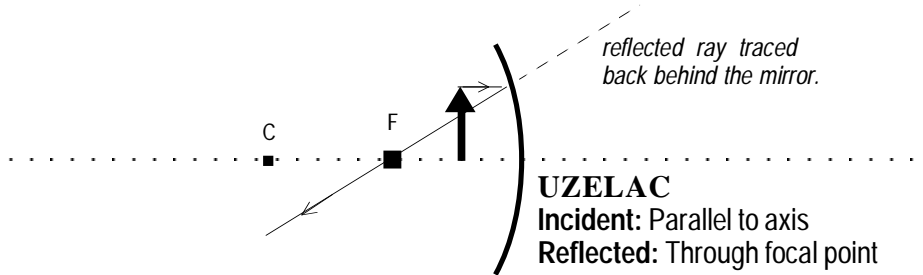
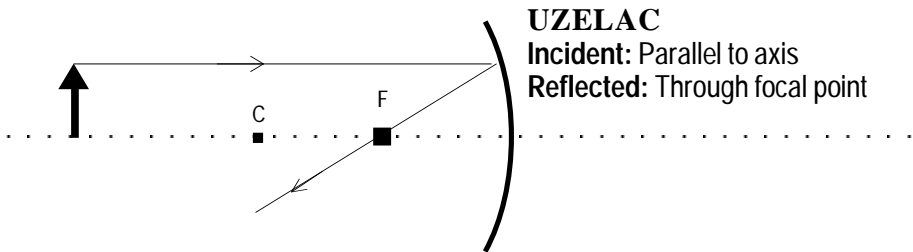


PRINCIPAL RAYS FOR MIRRORS

I. An Object DISTANT From a Converging Mirror

II. An Object NEAR a Converging Mirror



The Diverging Mirror (Placement of the object does not affect the configuration of the Principal Rays)

