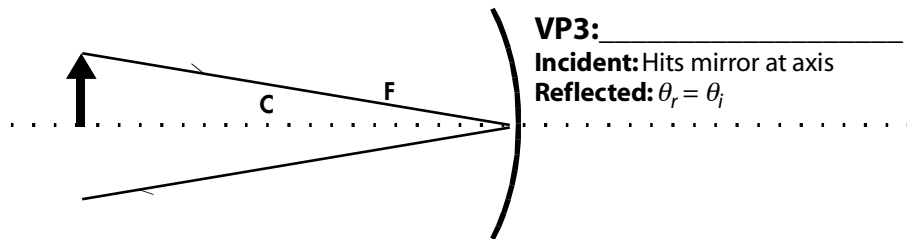
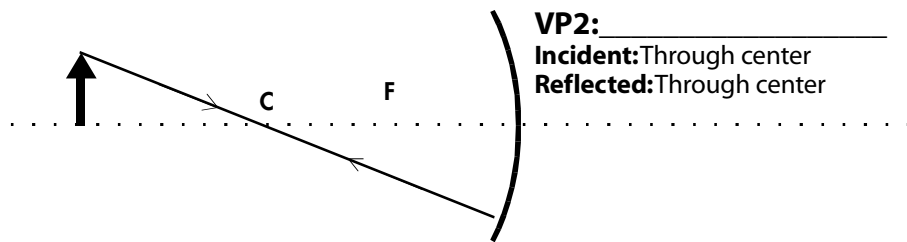
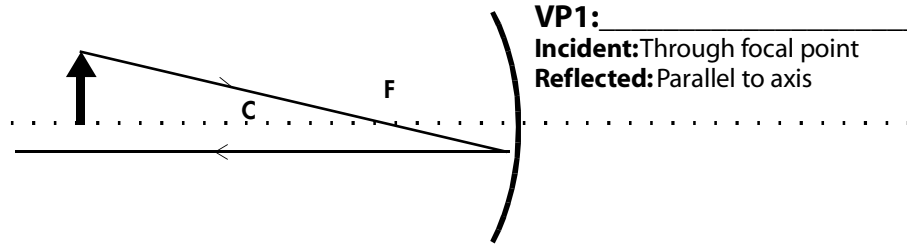
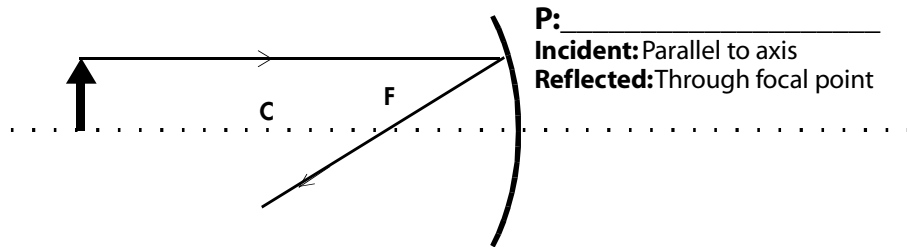
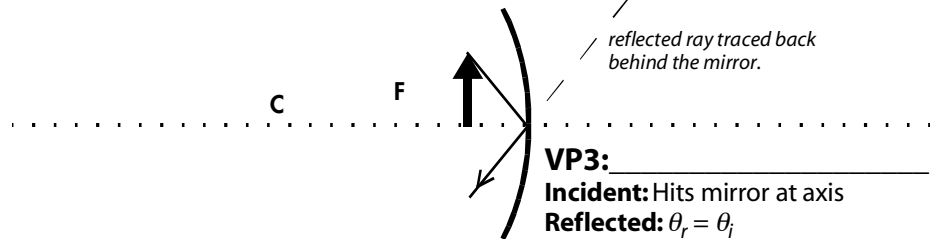
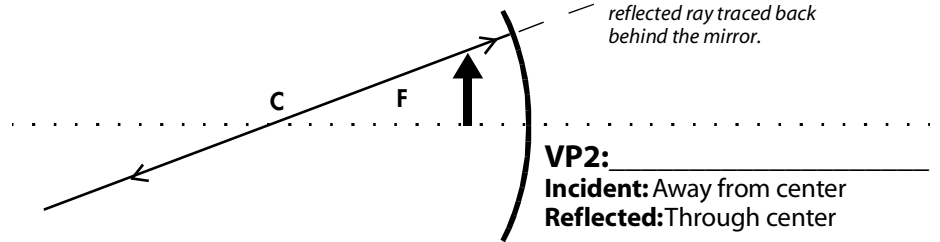
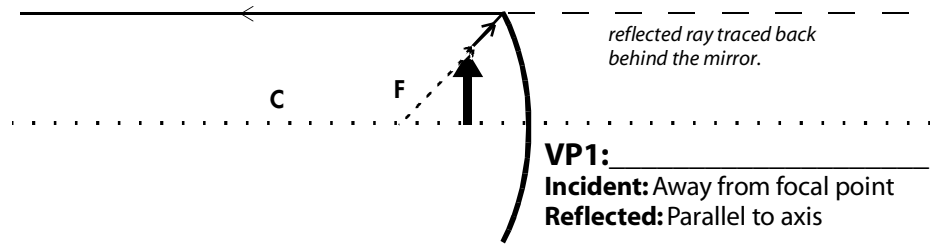
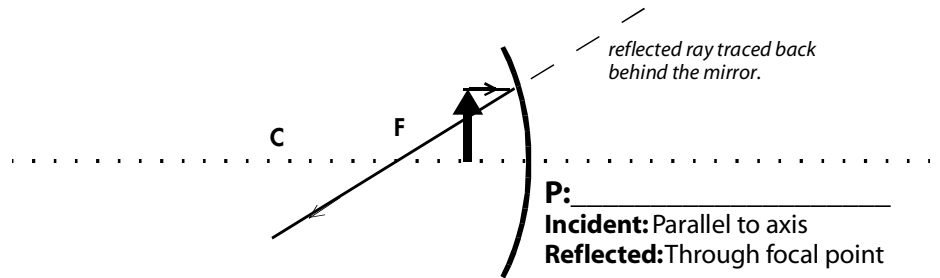


# PRINCIPAL RAYS FOR MIRRORS

## 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)

