

Mirrors

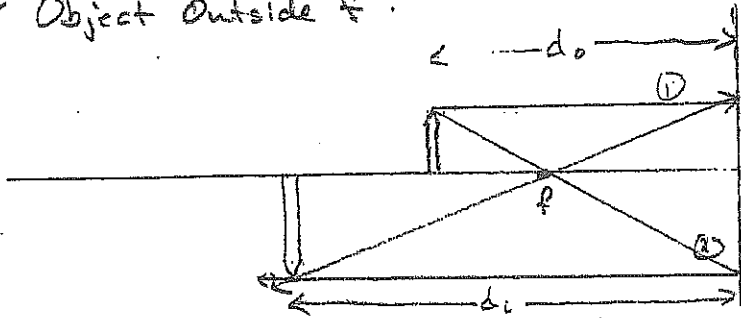
$$\frac{1}{f} = \frac{1}{d_o} + \frac{1}{d_i} \quad \frac{d_o}{d_i} = -\frac{h_o}{h_i}$$

Concave Mirror $+f$

$+f$	$-f$
$+d_o$	$= d_i$
$+d_i$	

$$M = \frac{d_i}{d_o}$$

* Object Outside f

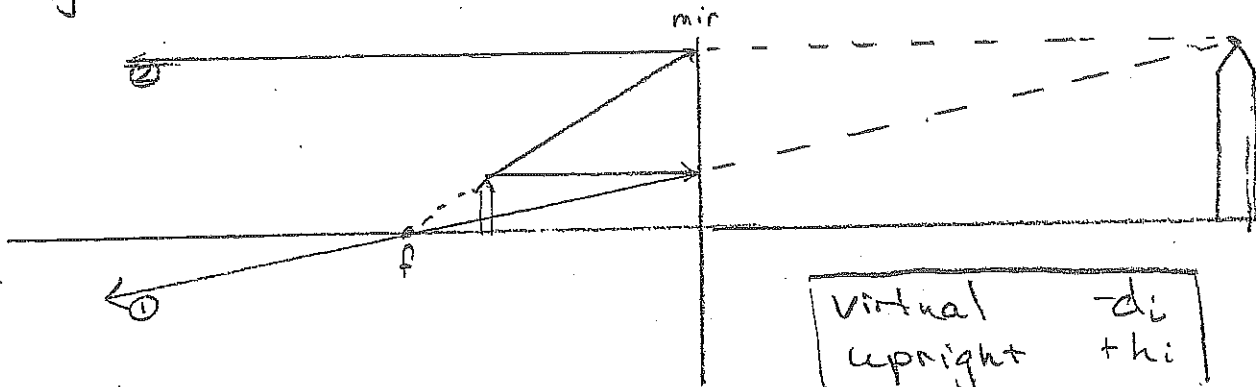


real $+d_i$
inverted $-h_i$

Ray 1 - Horizontally to mirror then reflects thru f
Ray 2 - Thru f to mirror, reflects horiz

* Object Inside f

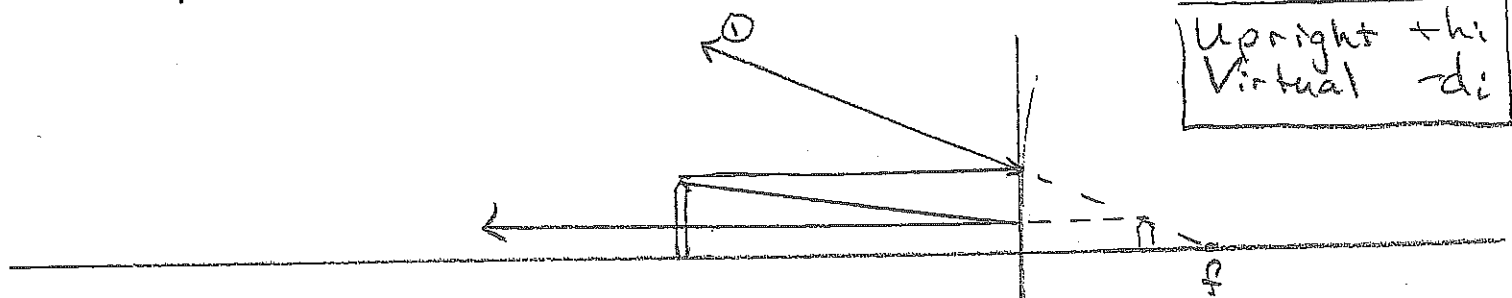
Virtual = Opp Side
Real = Same Side



Virtual $-d_i$
upright $+h_i$

Ray 1 - same as above
Ray 2 - line up f & top of object - draw to mirror reflect horizontally

Convex Mirror $-f$



Upright $+h_i$
Virtual $-d_i$

Ray 1 - Hor to mirror, reflects from f
Ray 2 - Tries to go thru f , reflects horiz

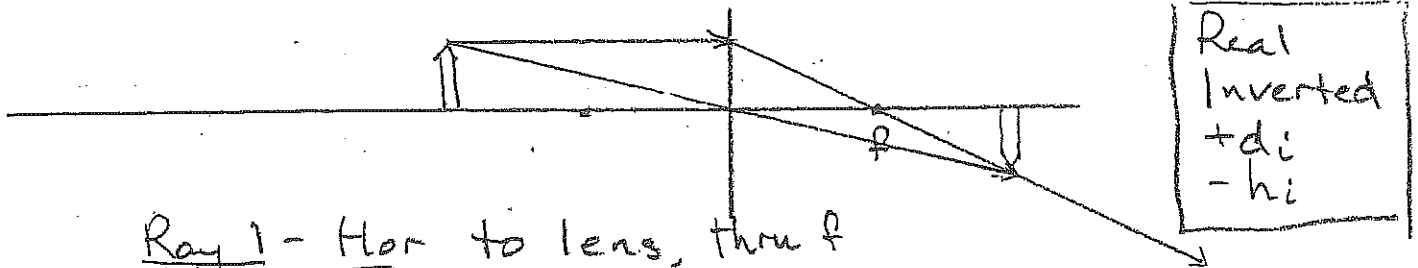
Lenses

$-f$	$+f$
$+d_o$	$-d_o$
$-d_i$	$+d_i$

Convex Lens (Converging Lens)

$+f$

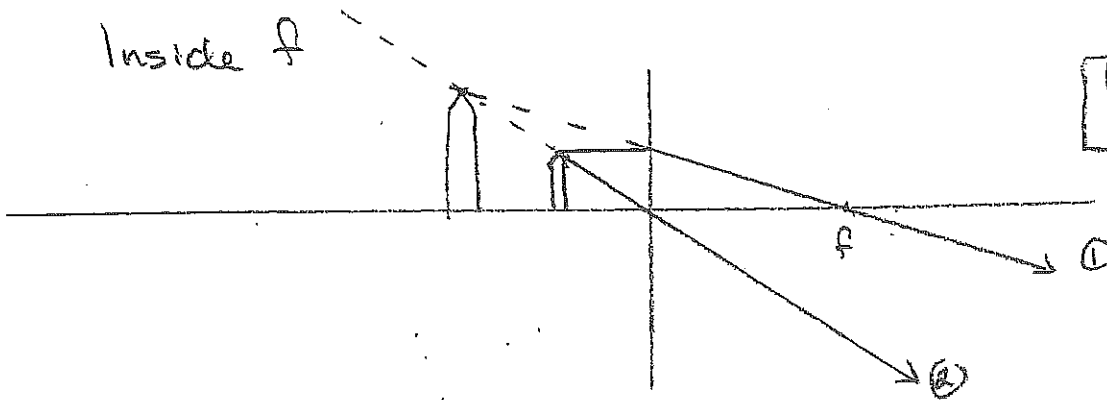
Outside f



Real
Inverted
 $+d_i$
 $-h_i$

Ray 1 - Hor to lens, thru f
Ray 2 - Thru center of lens

Inside f

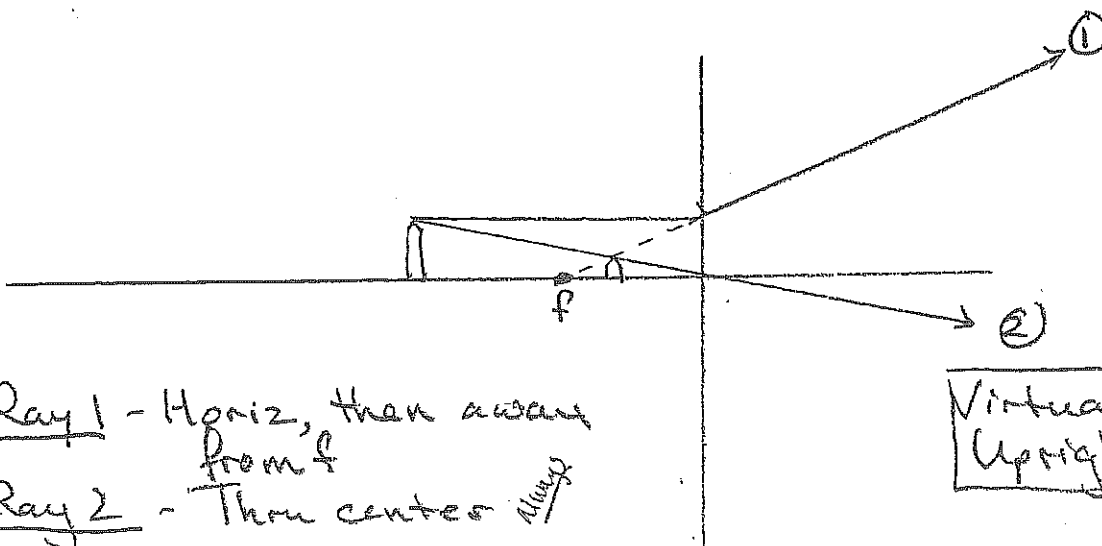


Upright
Virtual
 $-d_i$
 $+h_i$

Concave Lens Diverging

$-f$

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Ray 1 - Horiz, then away from f
Ray 2 - Thru center *always*

Virtual $-d_i$
Upright $+h_i$

Virtual = Same Side
Real = Opp Side