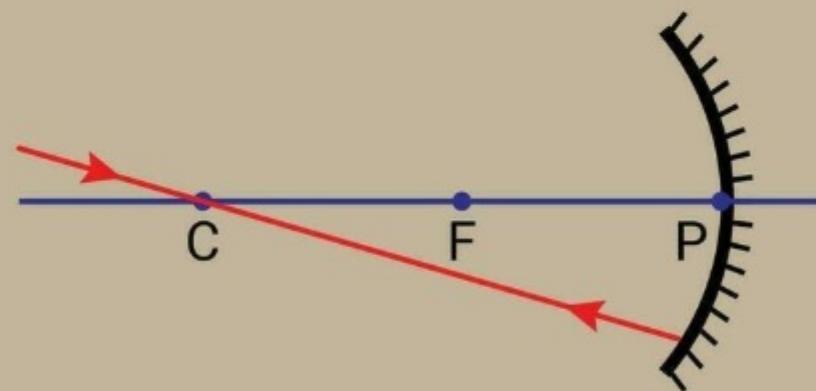
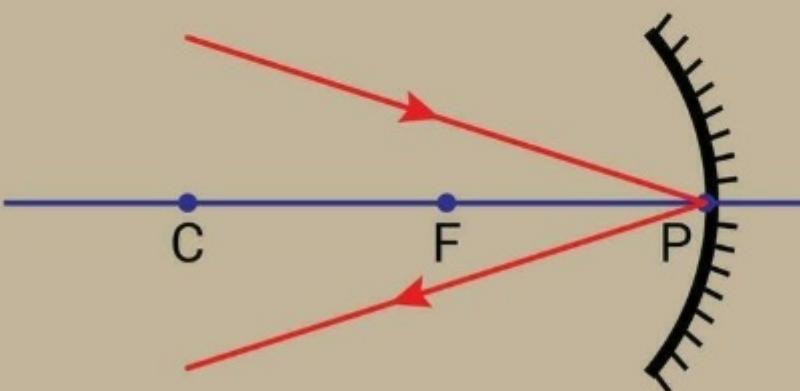
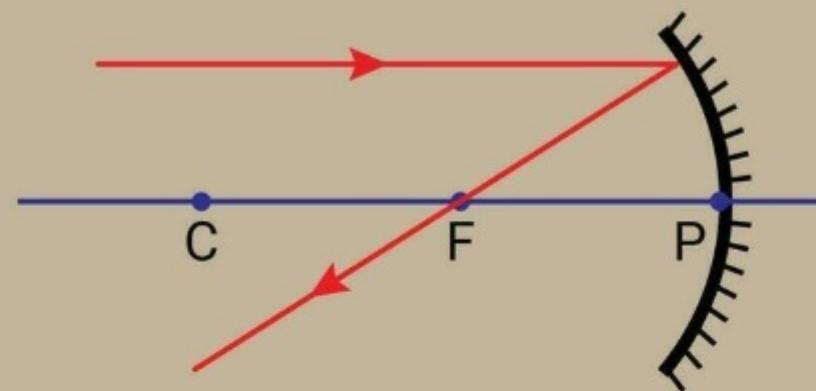
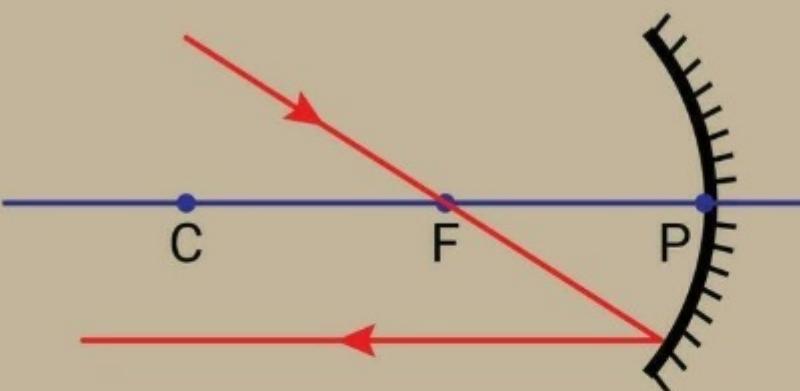


Ray Diagrams: Concave Lens & Convex Lens - Converging & Diverging Mirrors



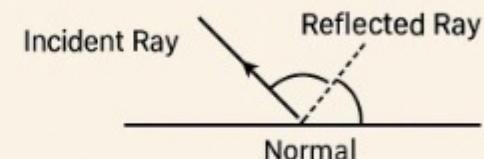
C → Centre of Curvature

F → Focal Point (Principal Focus)

P → Pole

REFLECTION OF LIGHT

A mirror reflects light. Laws of reflection:



1. Angle of incidence = Angle of reflection
2. Incident ray, reflected ray, and normal lie in the same plane

Mirror = a smooth surface that reflects light

Mirrors have a reflective surface

Mirrors are almost always polished

TYPES OF MIRRORS



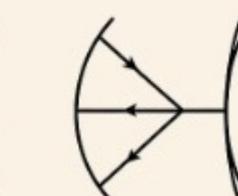
Plane Mirror

Forms a virtual, erect, same size image



Concave Mirror

Curved inward
Uses: Headlights, solar cookers



Convex Mirror

Curved outward
Uses: Rear-view mirrors