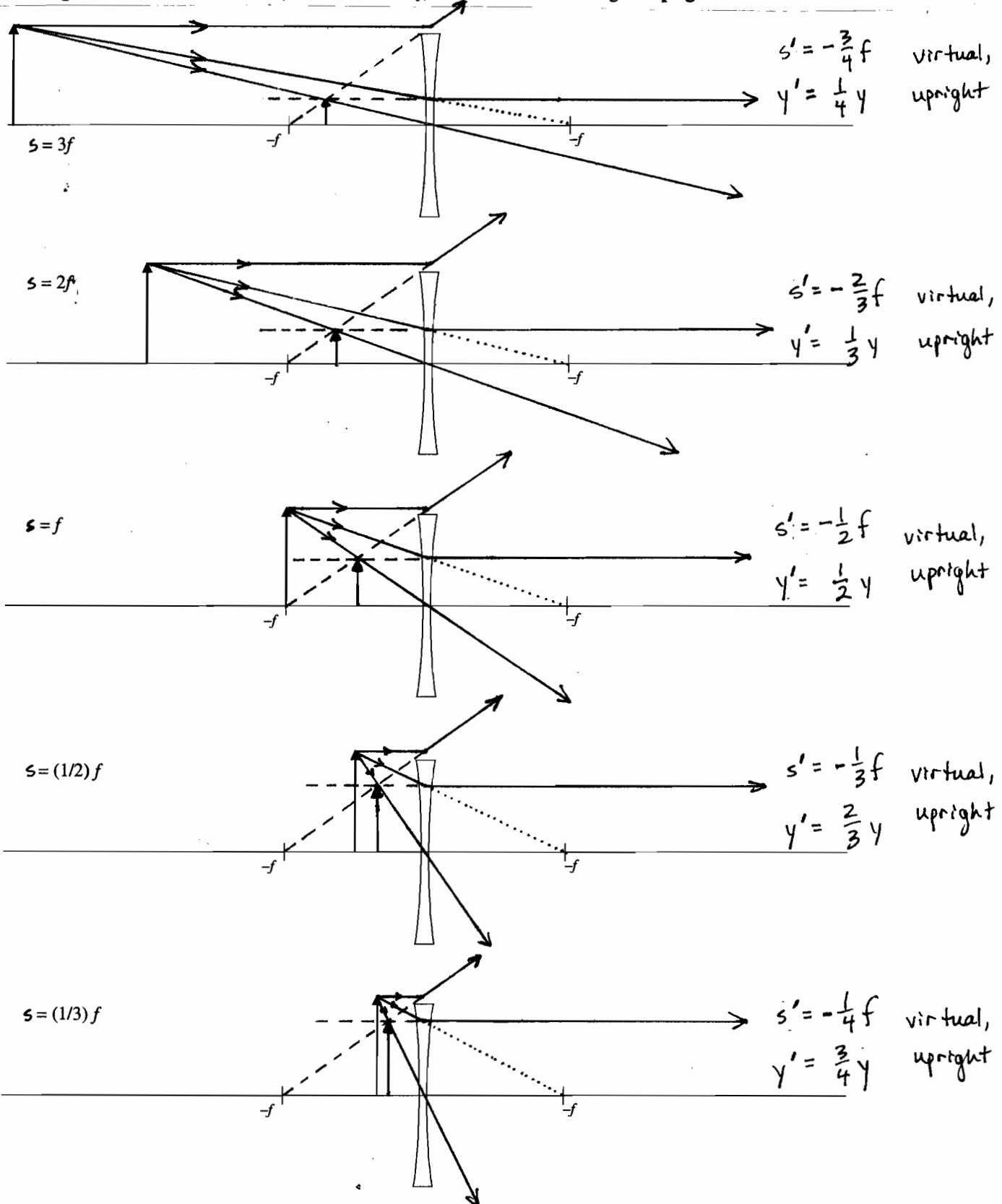
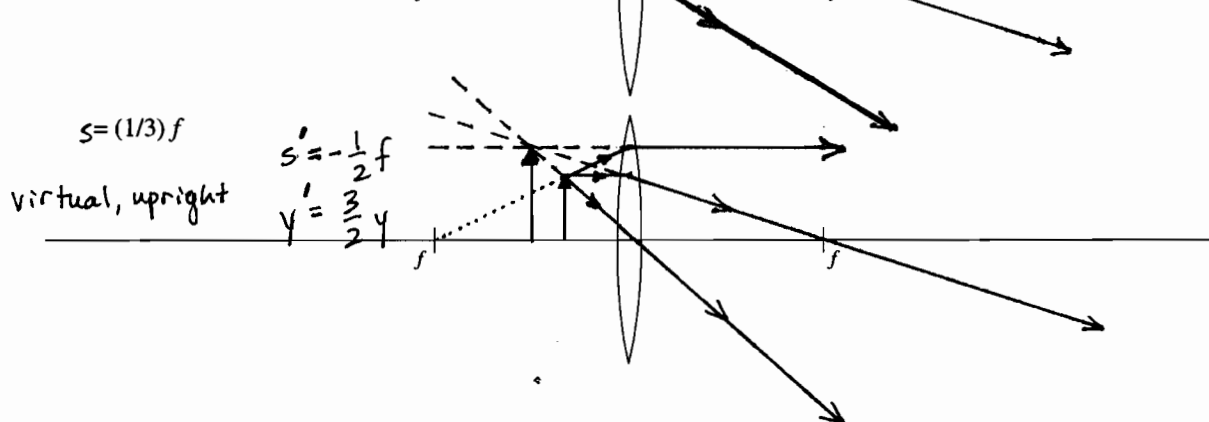
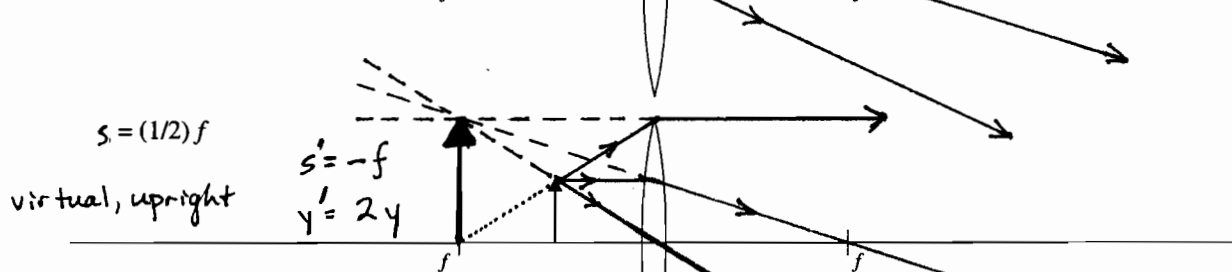
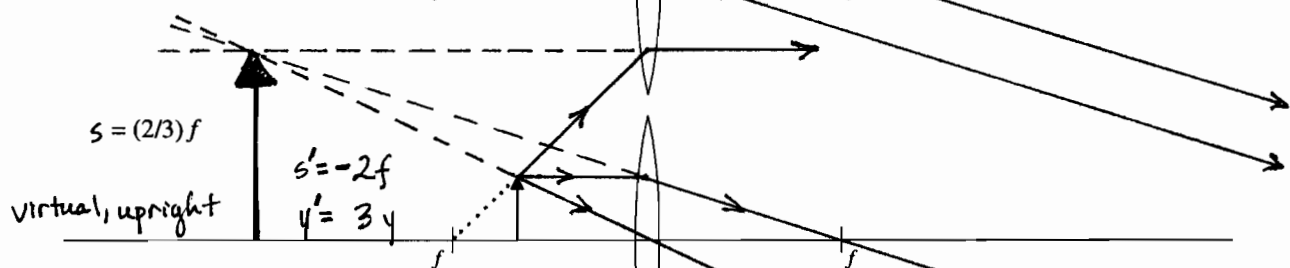
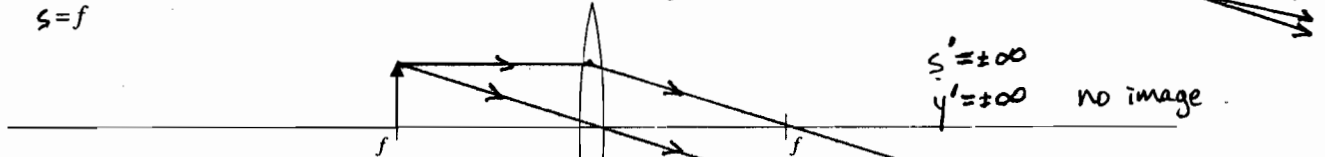
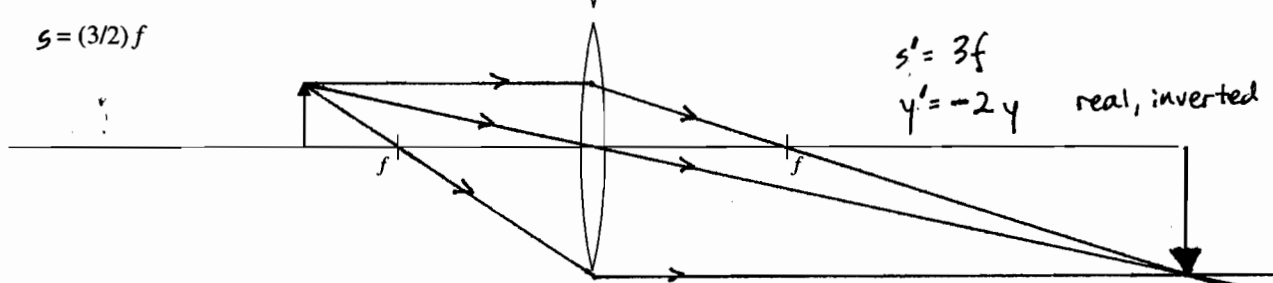
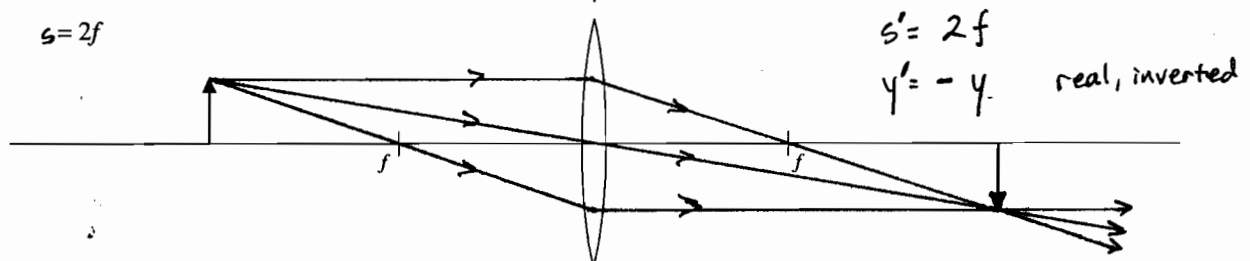
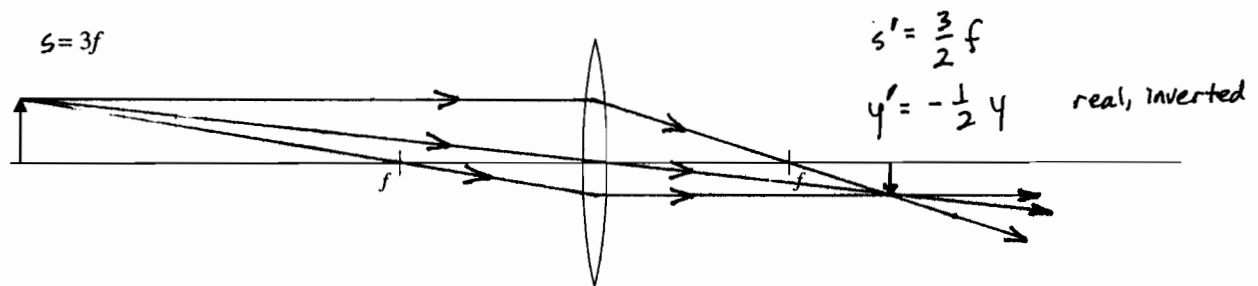


The same object (height = y) is placed at several different distances s to the left of the same lens (focal length = f). For each case, draw the **3 principal rays** to locate the image. Then use the "thin lens" equations to calculate:

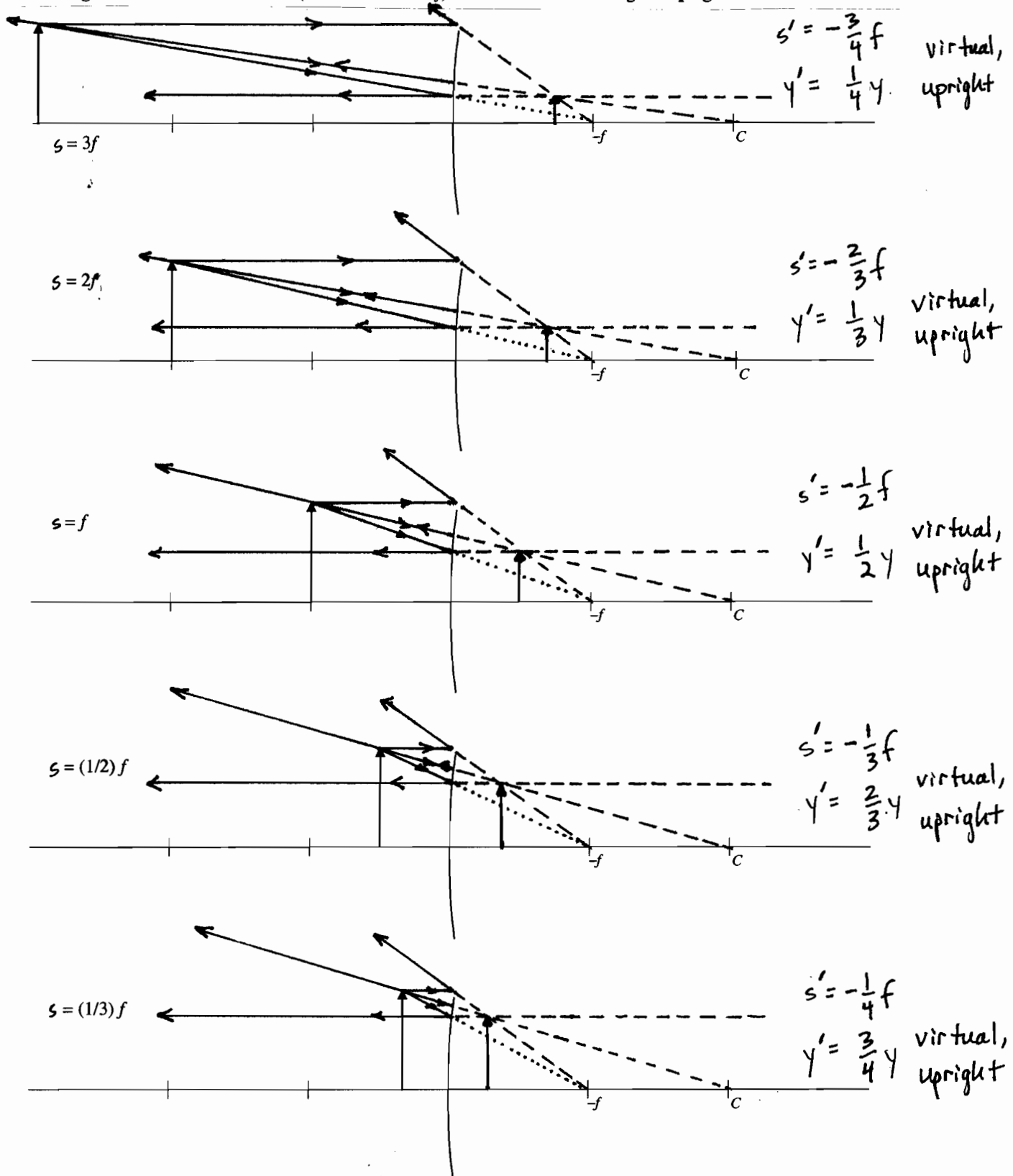
- the **image height** y' (in terms of y)
- whether the image is **real or virtual**
- the **image distance** from the lens s' (in terms of s and f)
- whether the image is **upright or inverted**



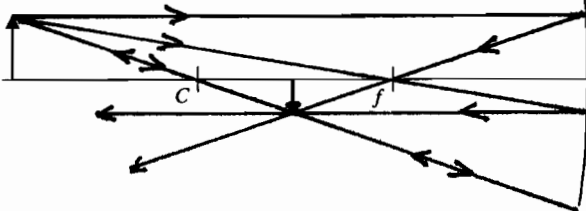


The same object (height = y) is placed at several different distances s to the left of the same mirror (focal length = f). For each case, draw the **3 principal rays** to locate the image. Then use the "thin lens" equations to calculate:

- the **image height** y' (in terms of y)
- whether the image is **real** or **virtual**
- the **image distance** from the lens s' (in terms of s and f)
- whether the image is **upright** or **inverted**



$$s = 3f$$

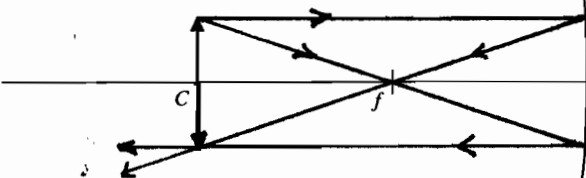


$$s' = \frac{3}{2}f$$

$$y' = -\frac{1}{2}y$$

real, inverted

$$s = 2f$$

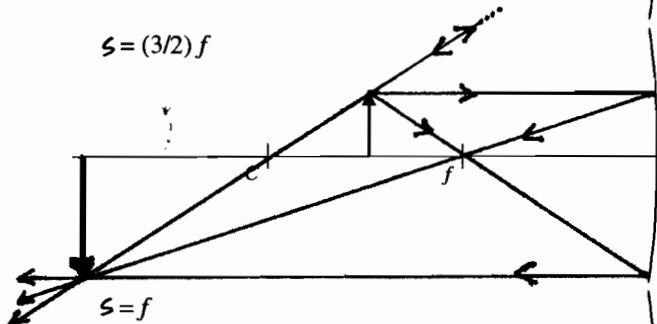


$$s' = 2f$$

$$y' = -y$$

real, inverted

$$s = (3/2)f$$

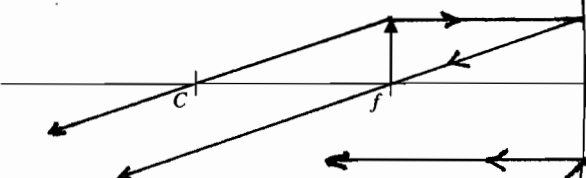


$$s' = 3f$$

$$y' = -2y$$

real, inverted

$$s = f$$

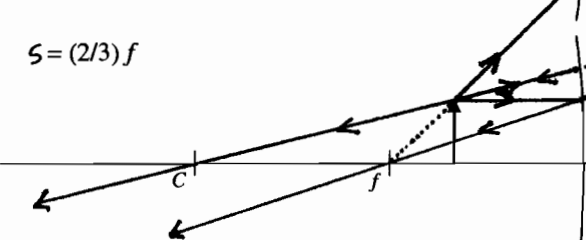


$$s' = \pm \infty$$

$$y' = \pm \infty$$

no image

$$s = (2/3)f$$

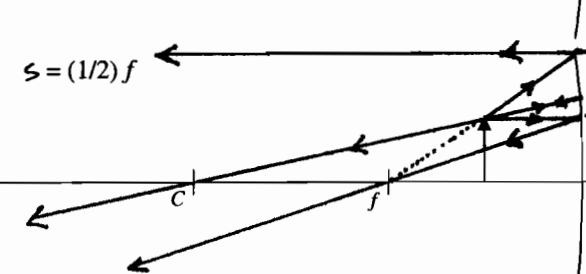


$$s' = -2f$$

$$y' = 3y$$

virtual,
upright

$$s = (1/2)f$$

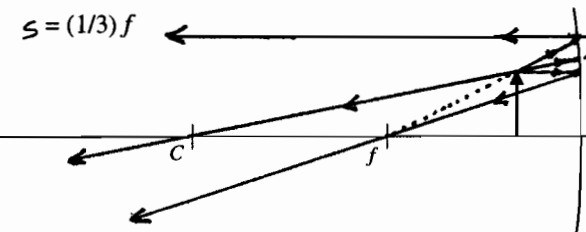


$$s' = -f$$

$$y' = 2y$$

virtual,
upright

$$s = (1/3)f$$



$$s' = -\frac{1}{2}f$$

$$y' = \frac{3}{2}y$$

virtual,
upright