

Convex mirrors

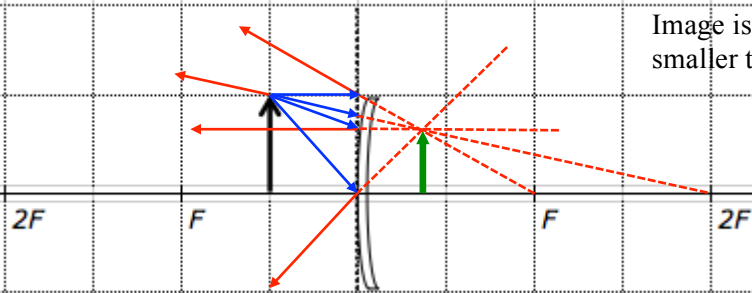


Image is virtual, upright and smaller than the object

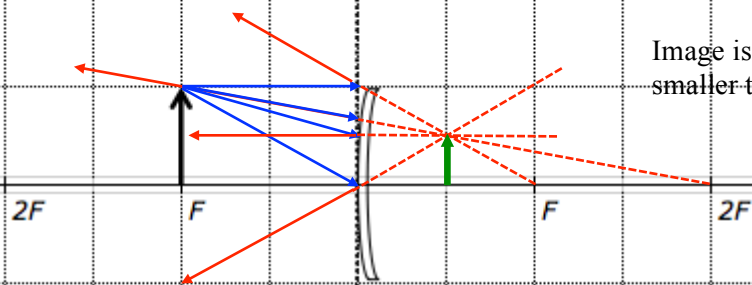


Image is virtual, upright and smaller than the object

Concave Mirrors

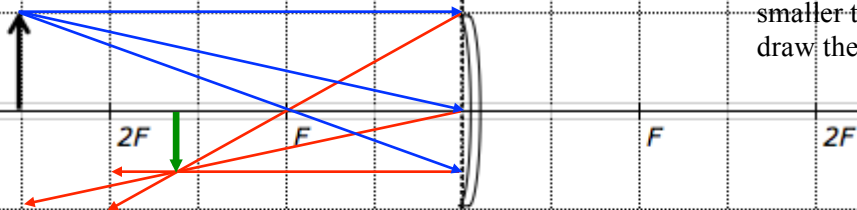


Image is real, inverted and smaller than the object; did not draw the ray through C ( $2F$ )

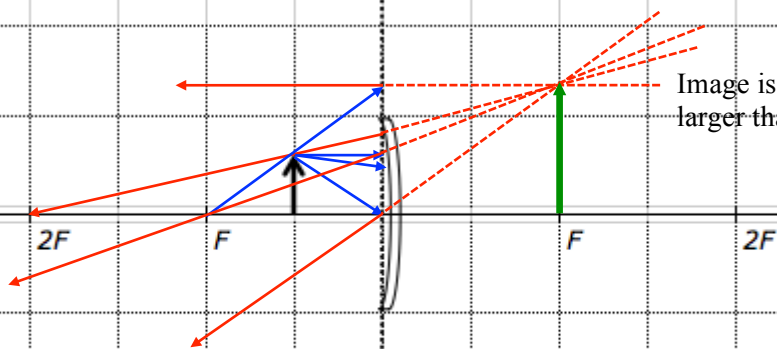


Image is virtual, upright and larger than the object