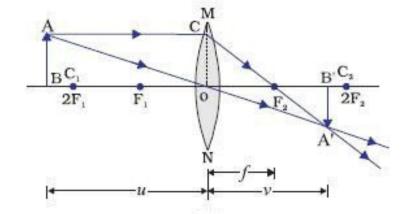
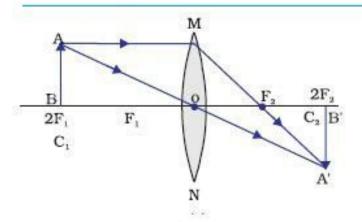


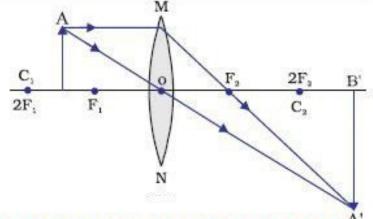
Case (i) Object at infinity



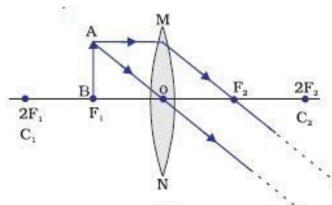
Case (ii) Object at beyond 2f



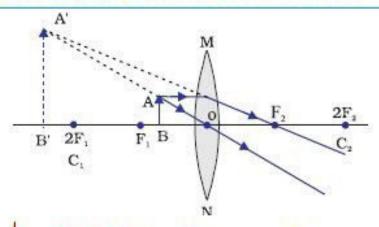
Case (iii) Object at 2f



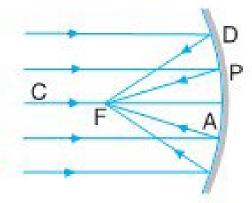
Case (iv) Object in between f and 2f



Case (v) Object at f



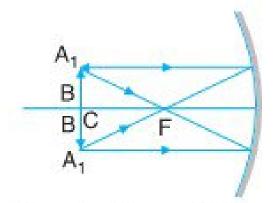
Case (vi) Object distance < f



Real, inverted, highly diminished image at focus

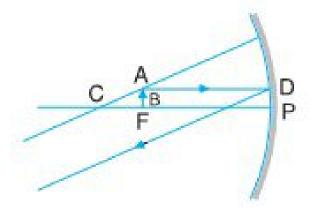
(a) When the object is

situated at ∞



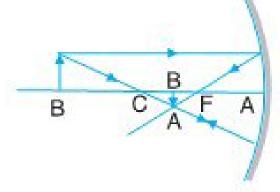
Real, inverted image of the same size as object at C

(c) Object at C



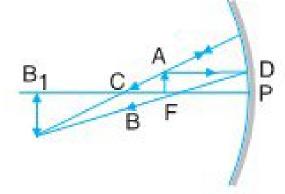
Real, inverted, highly enlarged image at infinity

(e) Object at F



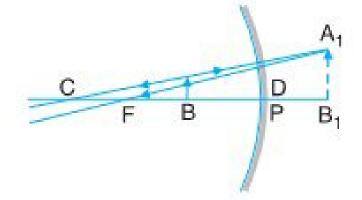
Real, inverted, diminished between C and F

(b) Object beyond C



Real, inverted, enlarged image beyond C

(d) Object between C and F



Virtual, erect, enlarged mage behind the mirror

(f) Object between F and P