
```
function [Rn,i,r] = sup_reflection2D(v,ctemp1)
%=====
% This function calculates the reflection of the acoustic ray in
% the ocean surface
% Rn = normal vector to the plane at the point of reflection(Matrix)
% i = incident acoustic ray
% r = reflected acoustic ray
%=====

Rn=[-1,0;...
    0,-1];
Rn=Rn/norm(Rn);

i=[v(3,ctemp1);v(4,ctemp1)];
i=i/norm(i);

r=Rn*i;
r=r/norm(r);
end
```

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