Name:			,	Hour:
Nume.				
	Imag	ges, Images, Images!		
Purpose: to determin	e the path light takes to y	your eye in order to forr	n an image.	
Grading: Submit this	page with a ray diagram	on the back. No other w	rite-up is required.	
· · · · · · · · · · · · · · · · · · ·	irror, held upright by its s bject") in front of the mir	• •	of the paper on your tabl	e. Place an
·	encil behind the mirror s ve the "image" pencil pro	· · · · · · · · · · · · · · · · · · ·	~	-
, ,	bumping or moving any or) and pencils. Draw one		•	•
4. Draw a dashed line	e for the path that light ap	ppears to take from the	image (center of circle) t	o your eye.
5. Draw a solid line re your eye.	epresenting the path light	t takes from the object p	pencil (center of circle) to	the mirror
6. <u>Measure</u> AND <u>labe</u> incidence and reflecti	el the following on your ra on.	ay diagram: 1) object and	d image distances and 2)	angles of
<b>Object Distance</b>	Image Distance	Angle of Incidence	Angle of Reflection	]
(cm)	(cm)	(°)	(°)	-
7. Set 2 mirrors at ri	ght angles (90°) to each o	other Place a nencil mid	way between the mirror	rc
<ol> <li>How many image</li> </ol>		other. Hace a penen fine	way between the mirror	J.
_	le between mirrors until	- vou see another full ima	ge. Continue to do this.	
_	mum number of images t			
	e between the mirror in o	•		
<b>.</b>				
Results:				
Was is the % diffe	erence between your obje	ect distance and image o	listance? (Show your wo	ork.)
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		1 6: 11		

• What is the % difference between your angle of incidence and angle of reflection? (Show your work.)

## **Discussion:**

List and briefly explain two measurement errors that might have contributed to your % differences.