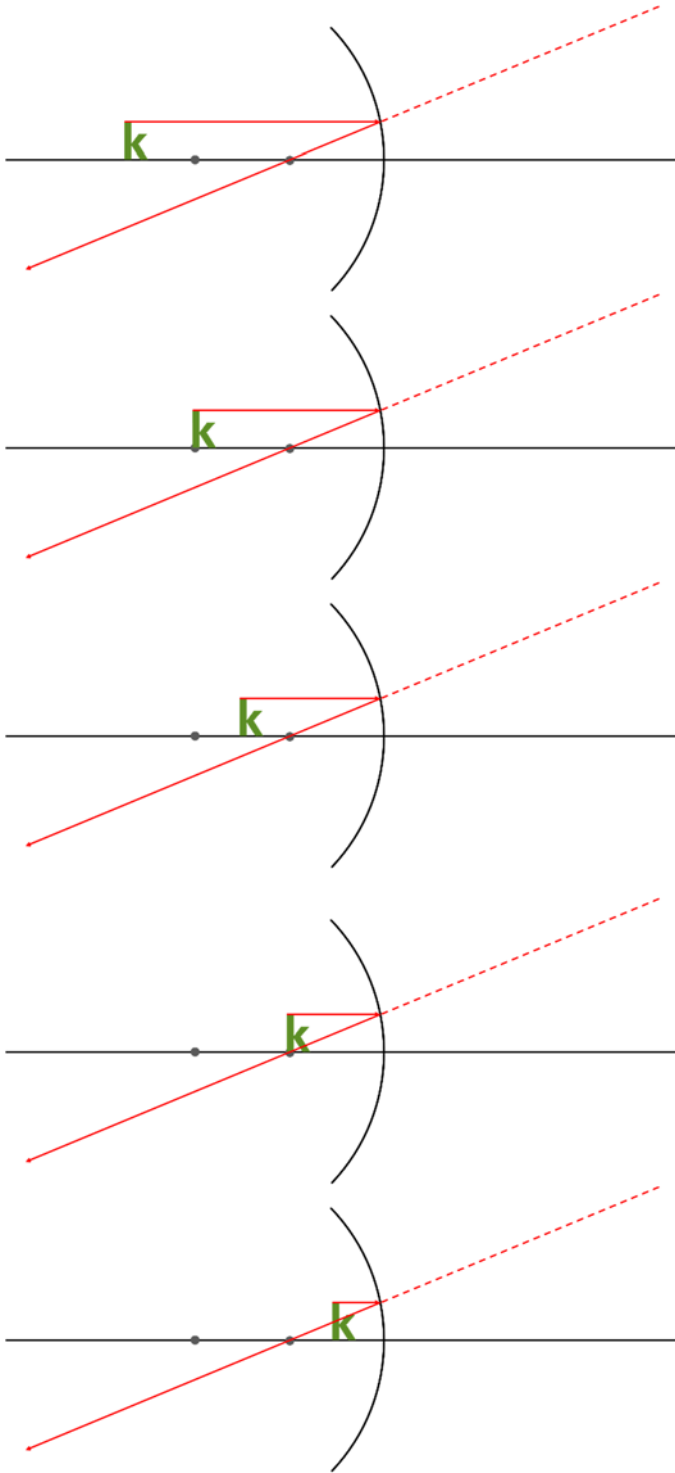


# Concave Mirror Rays

Ray 1



Ray 2

