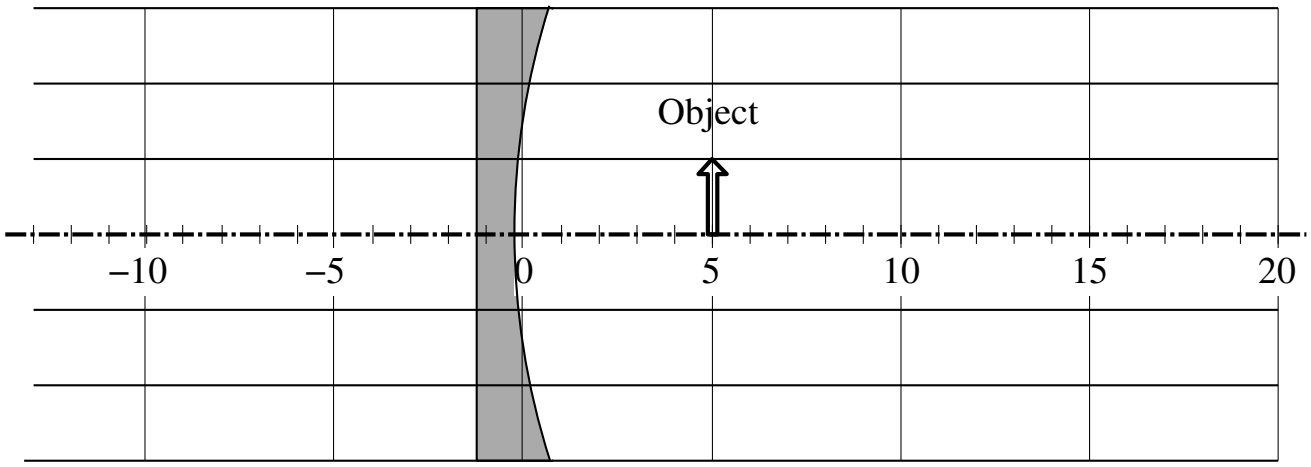
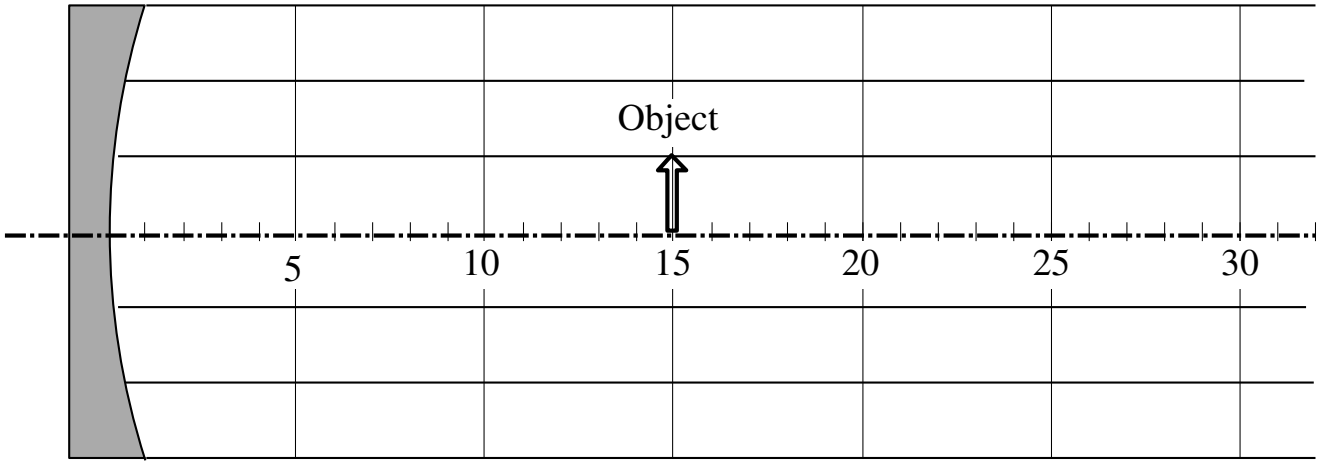
circle one each: Image: real or virtual? Upright or inverted?; *s'*=___ *M*=___



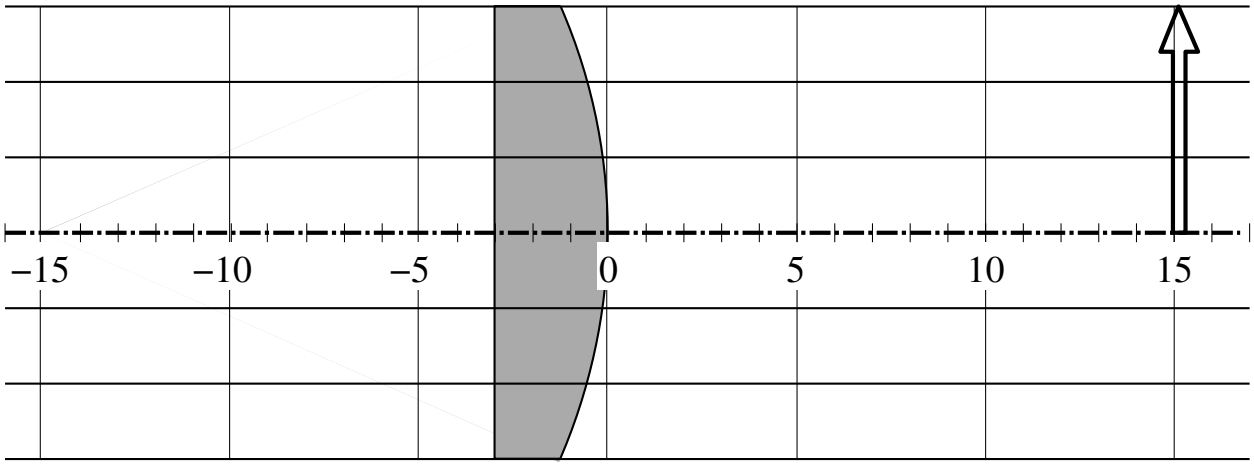
$f = +10$

circle one each: Image: real or virtual? Upright or inverted?; *s'*=___ *M*=___



$f = +10$

circle one each: Real or virtual? Upright or inverted?; *s'*=___ *M*=___



$f = -7.5$

For each situation accurately draw (using straight edge) all the principal rays. Follow the textbook's convention: dotted lines for rays extrapolated by the viewing eye and solid lines for actual rays. Draw an arrow accurately showing the size, location and orientation of the image. Record if the image is real or virtual; upright or inverted Find and record the value of *q* and *M*. Draw an eyeball that is positioned/oriented so it could see the image.