Light प्रकाश -3

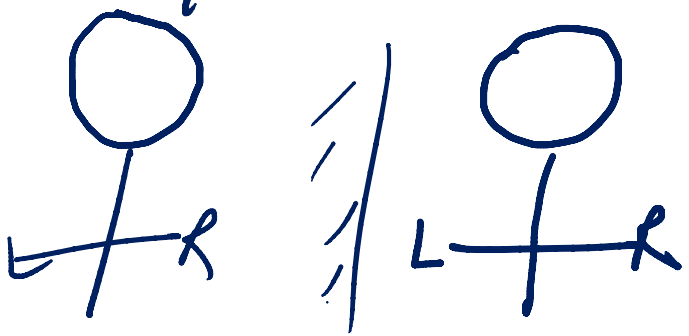
Lens & Mirror

image → Real वास्तविक
Virtual आभासी

Concave lens
अवतल लेंस

Convex mirror
उत्तल दर्पण

Virtual आभासी and erect सीधी object

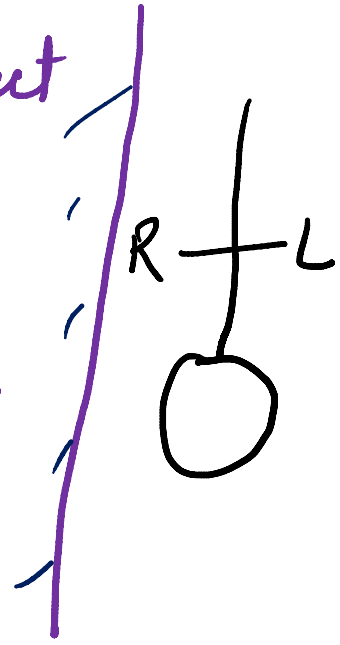


Convex lens
उत्तल लेंस

Concave mirror
अवतल दर्पण

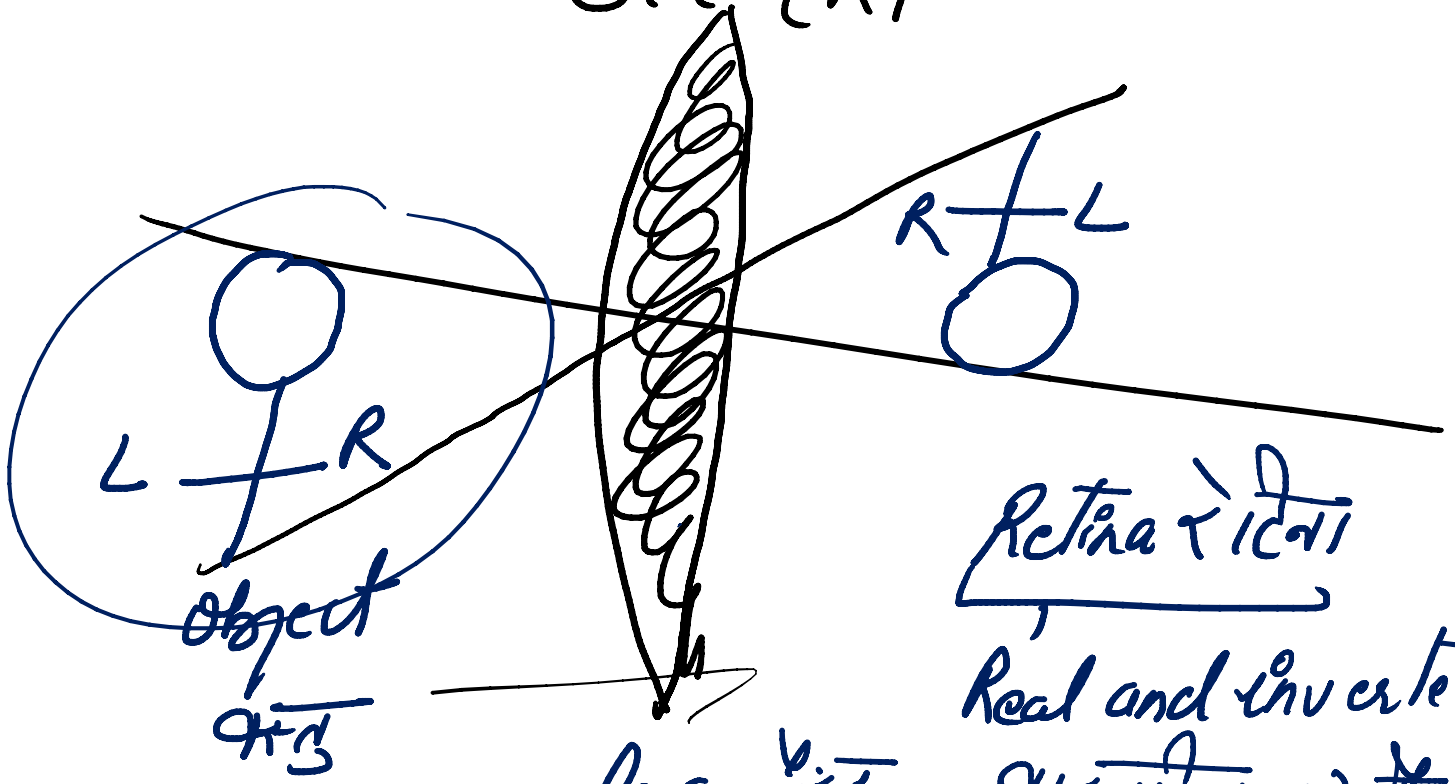
ex life ek reality H
Jo life ko ulta krdeti H

Real वास्तविक and inverted उल्टी



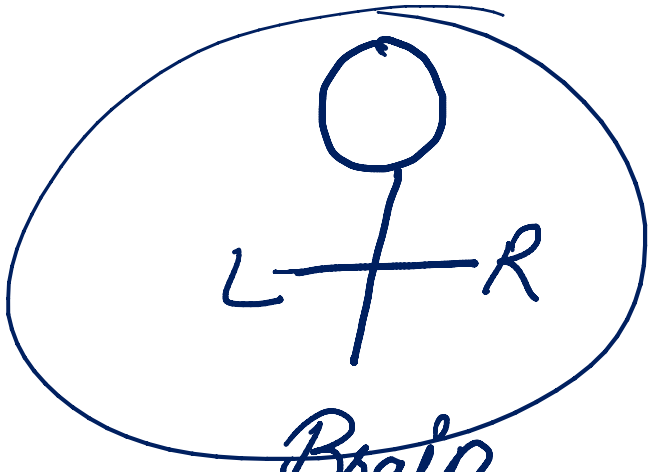
आँख का eye

Convex lens
उत्तल लेंस



Retina रेटिना

Real and inverted
वास्तविक और उल्टा



मस्तिष्क
(optic nerve
-ON)

⇒ Virtual and erect
आभासी और सीधा

Pratical image

आभासी

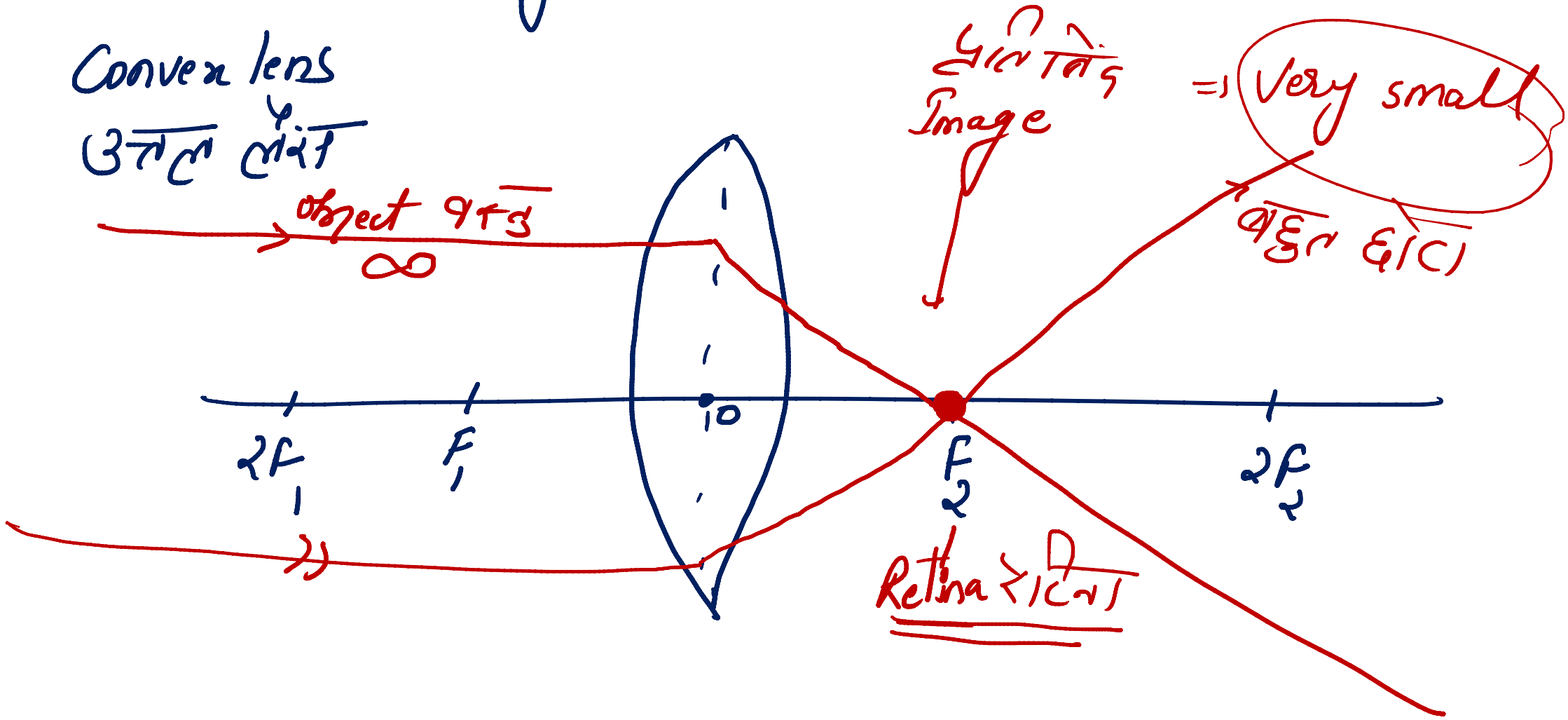
Object ⇒ ∞

वस्तु

Image = f

Convex lens

उत्तल लेंस

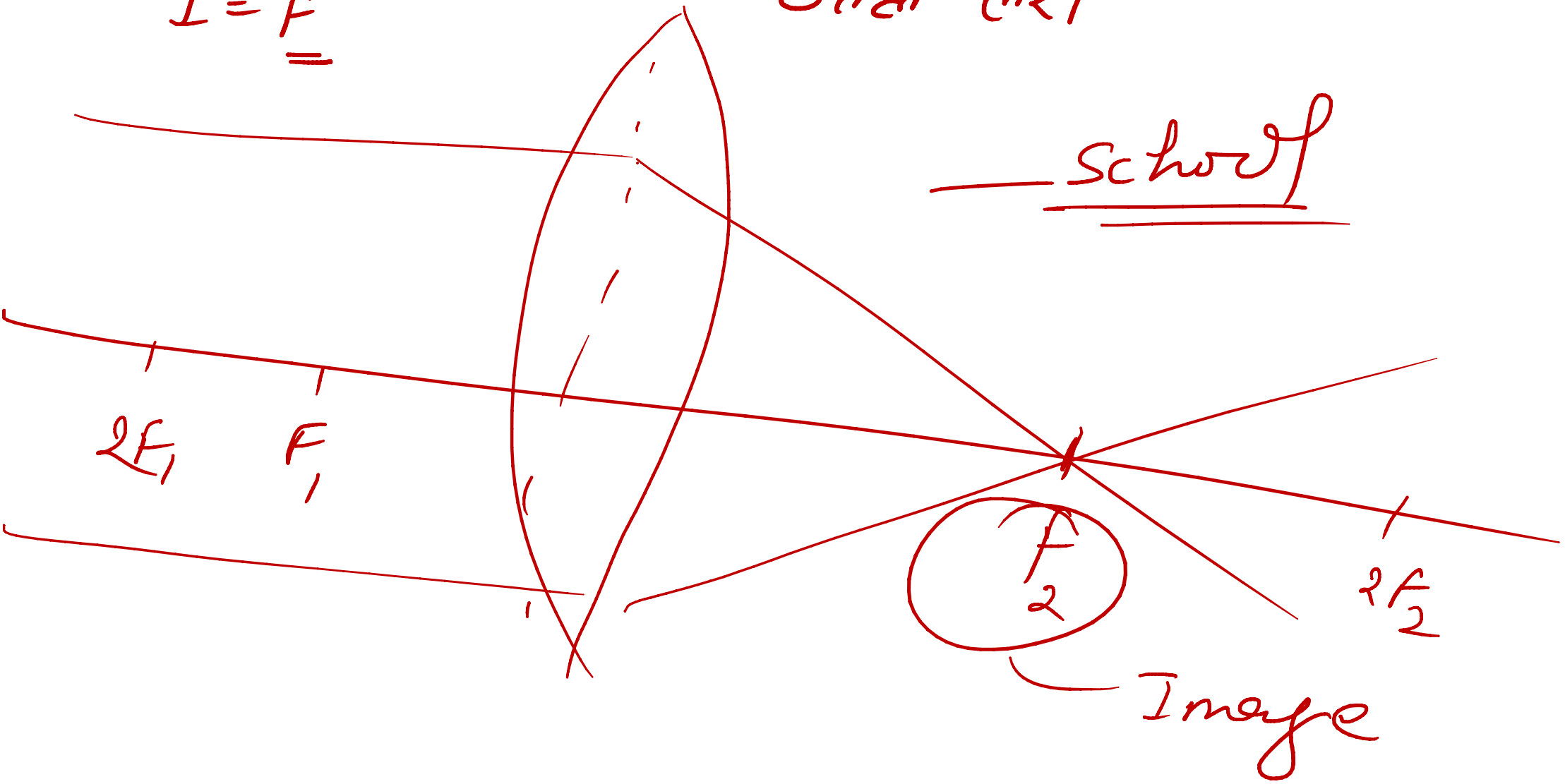


$O = \infty$

$I = F$

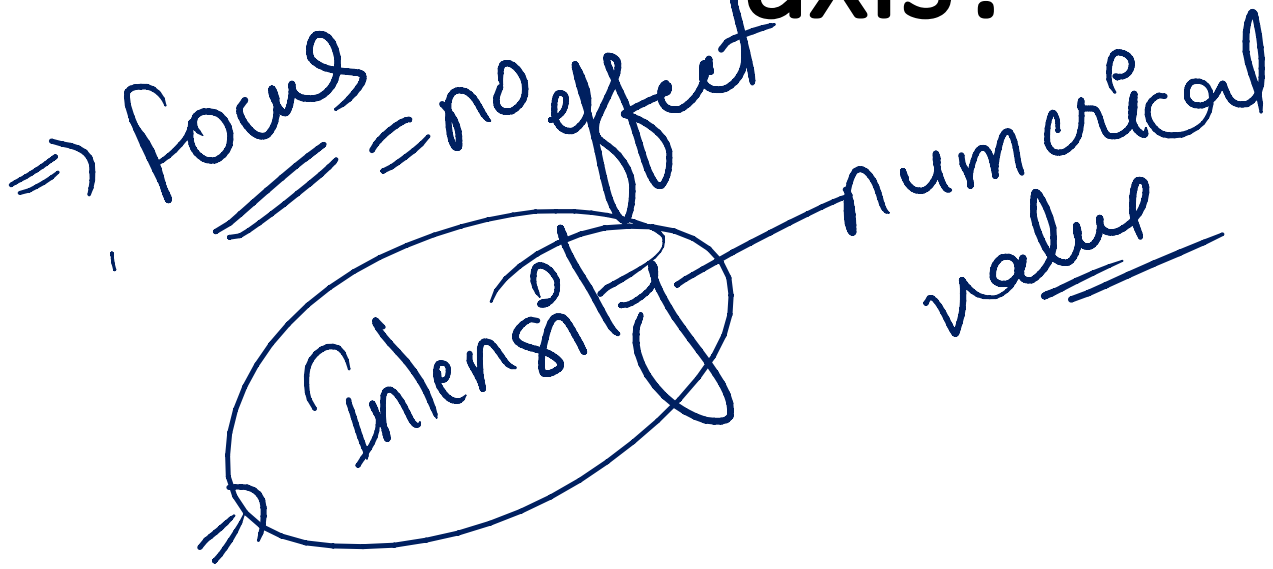
convex lens

उत्तल लेंस



School

How will the following be affected on cutting the lens into two halves along the principle axis?



Images → Lens द्वारा
Images → Mirror द्वारा

Mirror द्वारा

Concave Mirror उत्तल द्वारा

Object पड़ा | Image

(1)

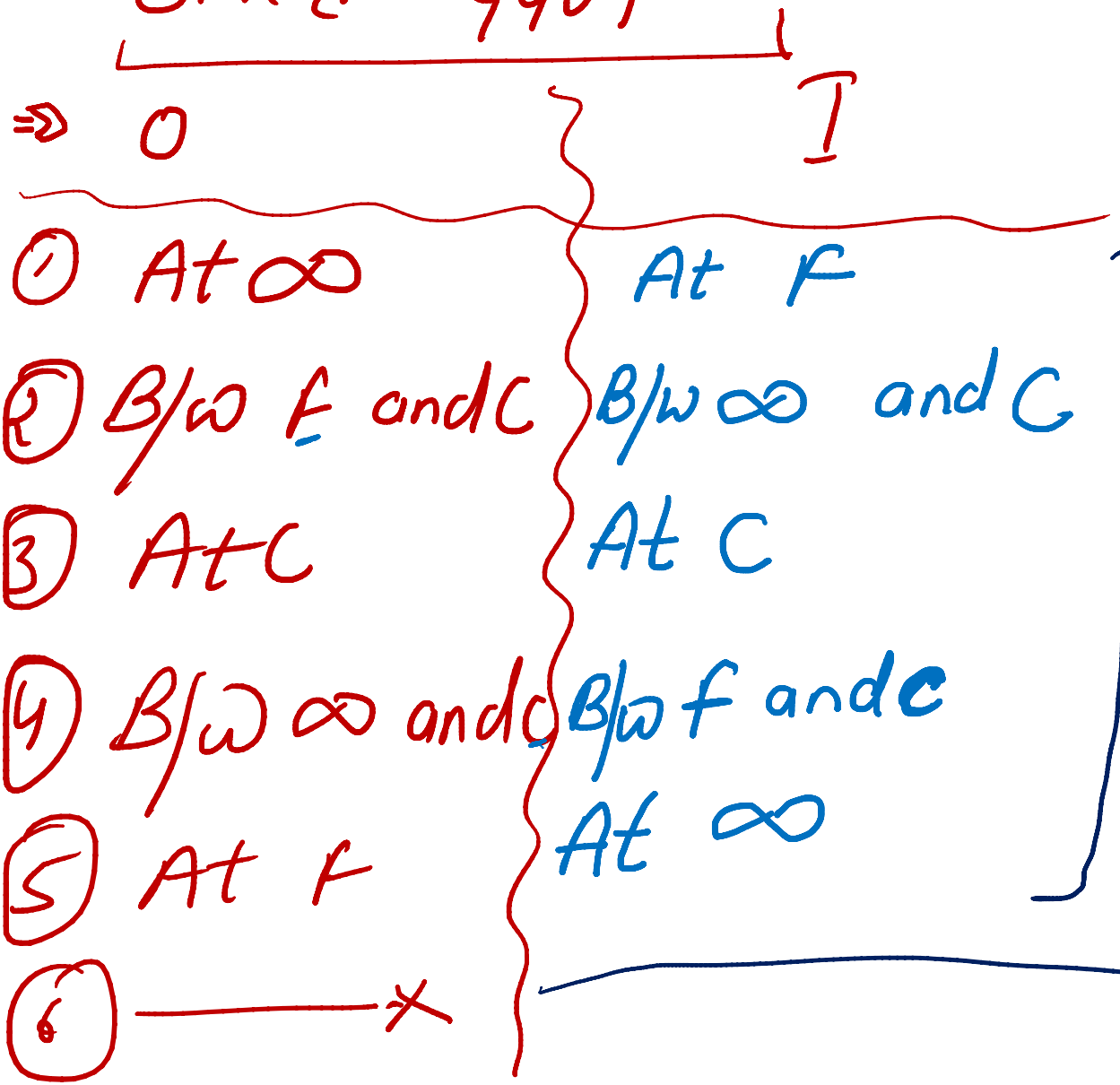
Ques in a concave Mirror if the object is at ∞ then the image form

उत्तल दर्पण में जाने पर वस्तु ∞ पर है तो प्रतिबिंब कहाँ बनेगा?

=) F and C

F और C

Concave Mirror अवतल दर्पण



Trick

(I) ∞ → F
F → ∞
C – C