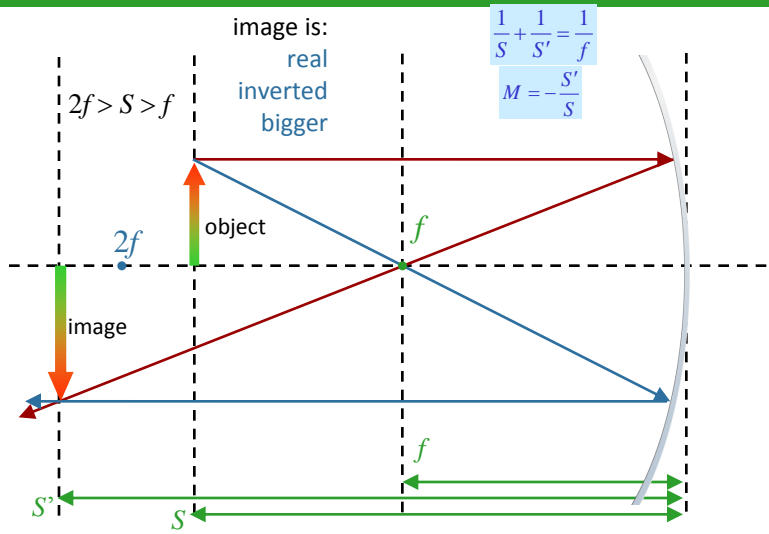


CheckPoint 2a

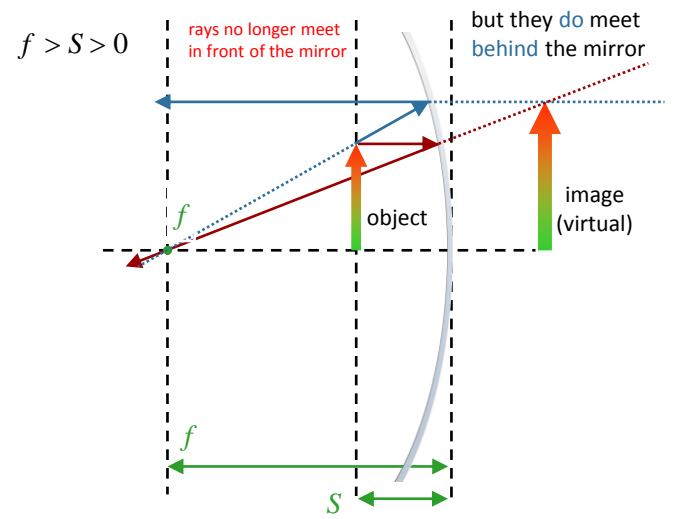


The image produced by a concave mirror of a real object is

- A. Always upright
- B. Always inverted
- C. Sometimes upright & sometimes inverted**



If the object is farther than focal length it will reflect an inverted image.



If the object is closer than focal length it will produce a virtual upright image.

