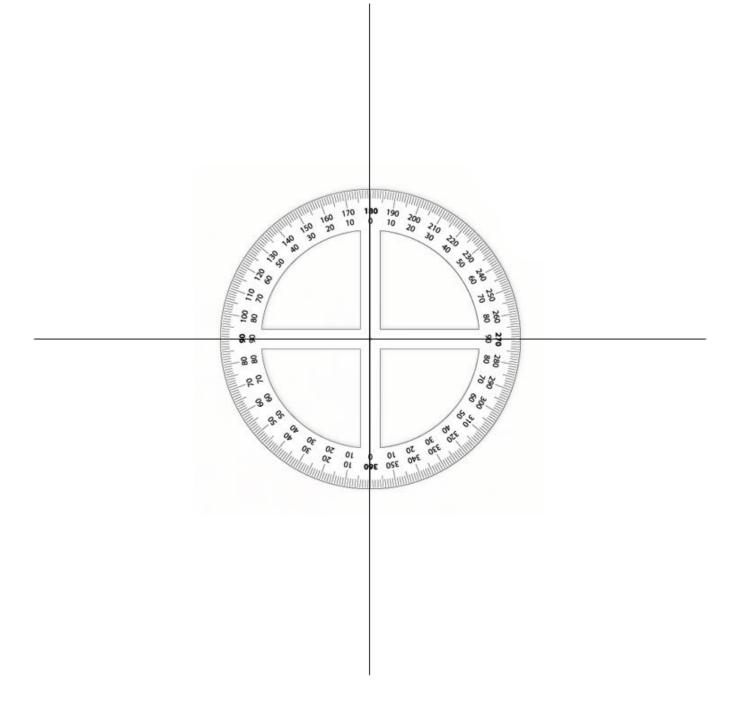


	Incident Ray	Refracted Ray
1		
2		
3		
4		
5		



	Incident Ray	Refracted Ray
1		
2		
3		
4		
5		