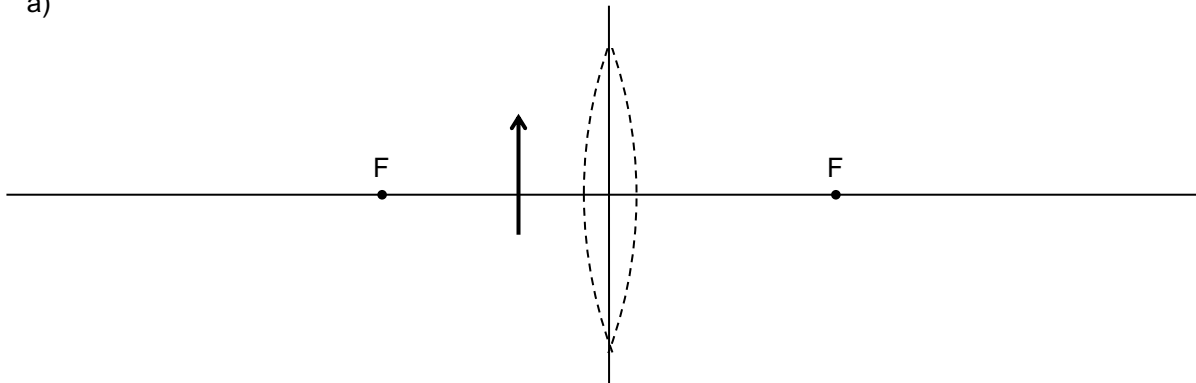


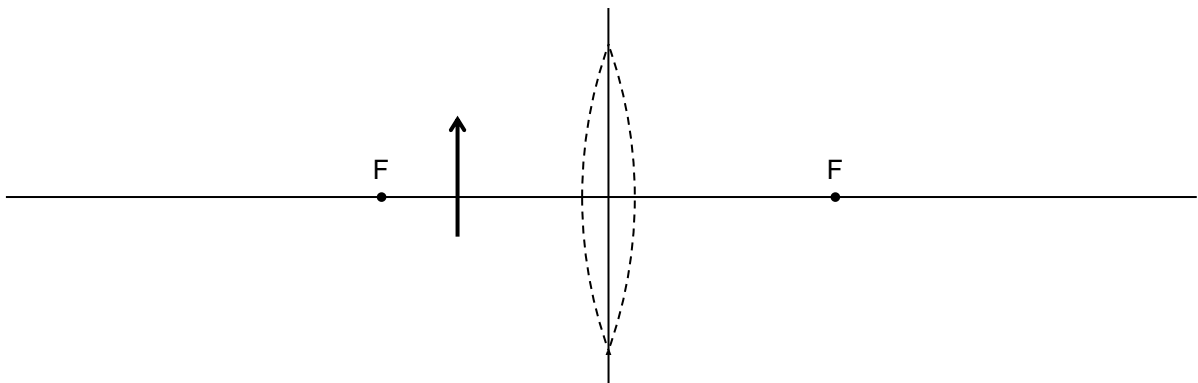
Konstruiere das Bild des Pfeils bei den untenstehenden konvexen und konkaven Linen.

Gib jeweils an, ob das Bild reell oder virtuell ist.

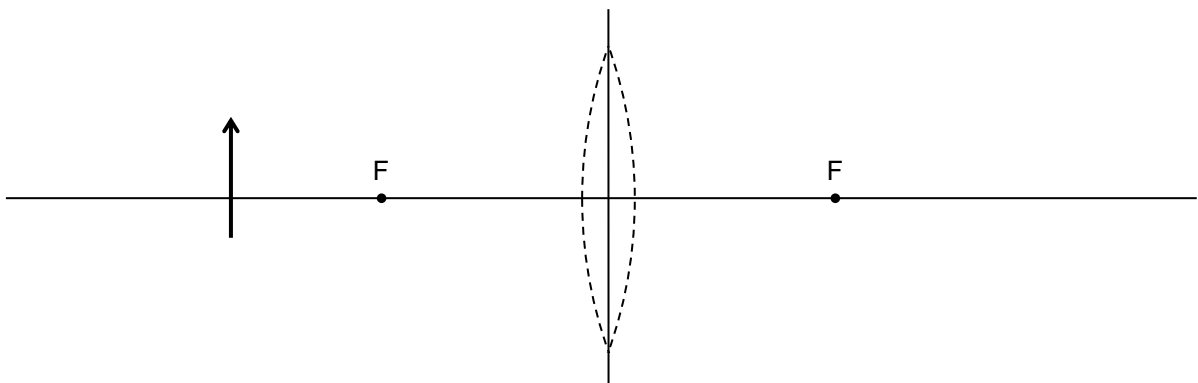
a)



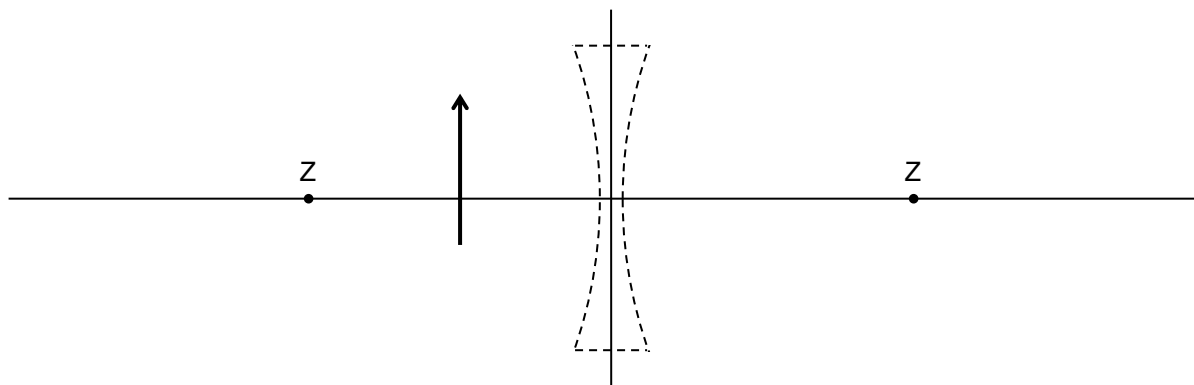
b)



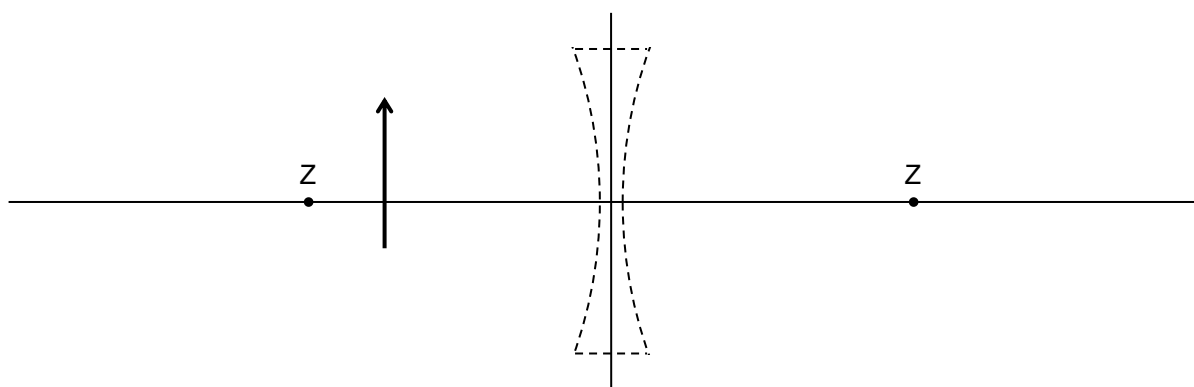
c)



d)



e)



f)

