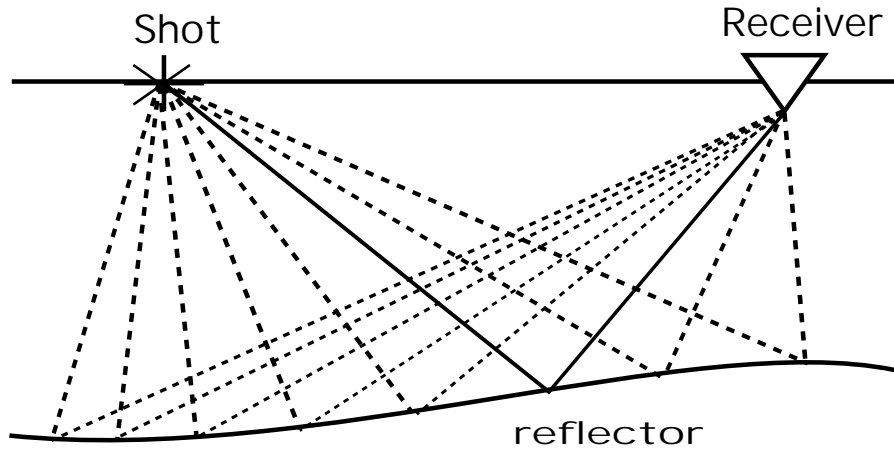


(a)



- possible ray paths
- minimum time ray path

(b)

