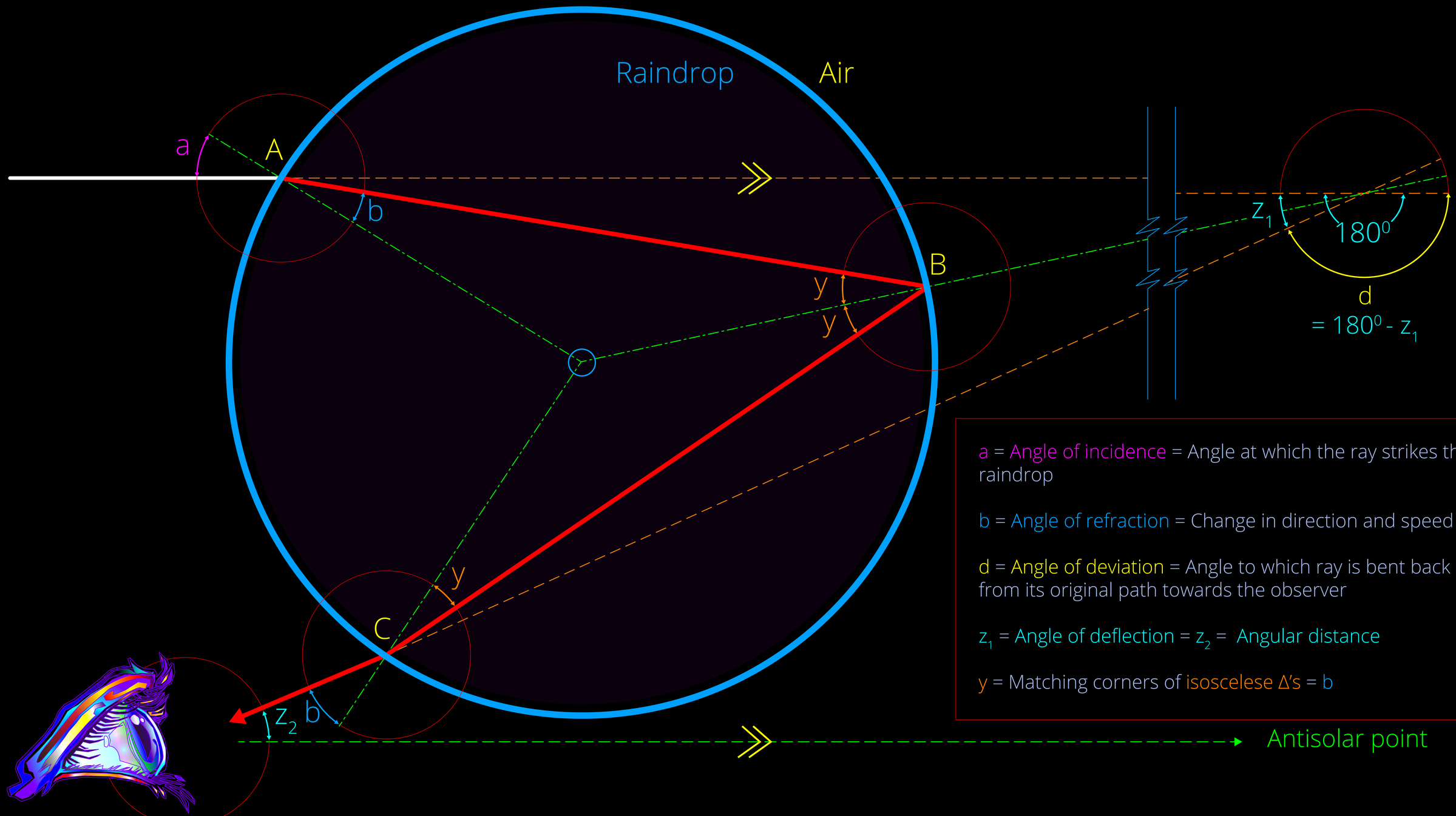
PATH OF A RED RAY THROUGH A RAINDROP



a = Angle of incidence = Angle at which the ray strikes the raindrop

b = Angle of refraction = Change in direction and speed

d = Angle of deviation = Angle to which ray is bent back from its original path towards the observer

z_1 = Angle of deflection = z_2 = Angular distance

y = Matching corners of isoscelese Δ's = b

An incident ray of white light strikes the surface of a raindrop. The diagram traces the path of a red ray as it is A = refracted, B = reflected and C = refracted again before being seen by an observer.