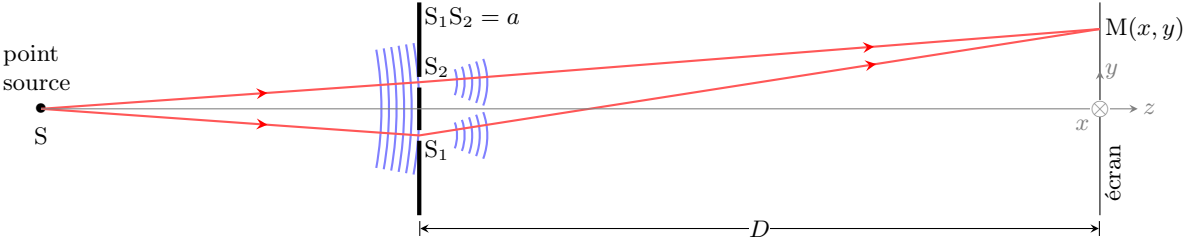
$S_1S_2 = a$
point source
S
S_2
S_1
$M(x, y)$
y
z
x
écran
D