

The object of this work is to create optical bench simulator. The simulator will display bitmaps using system of lenses and the resulting images will record and then save in bitmaps again. Such program is for users, who want to try how basic optical phenomena work. With aid of the program, it will be possible to simulate phenomena such as: refraction and reflection of light, total reflection of light and light dispersion. Another function is collecting parameters of optical system before the system is actually assembled, for example focal length.