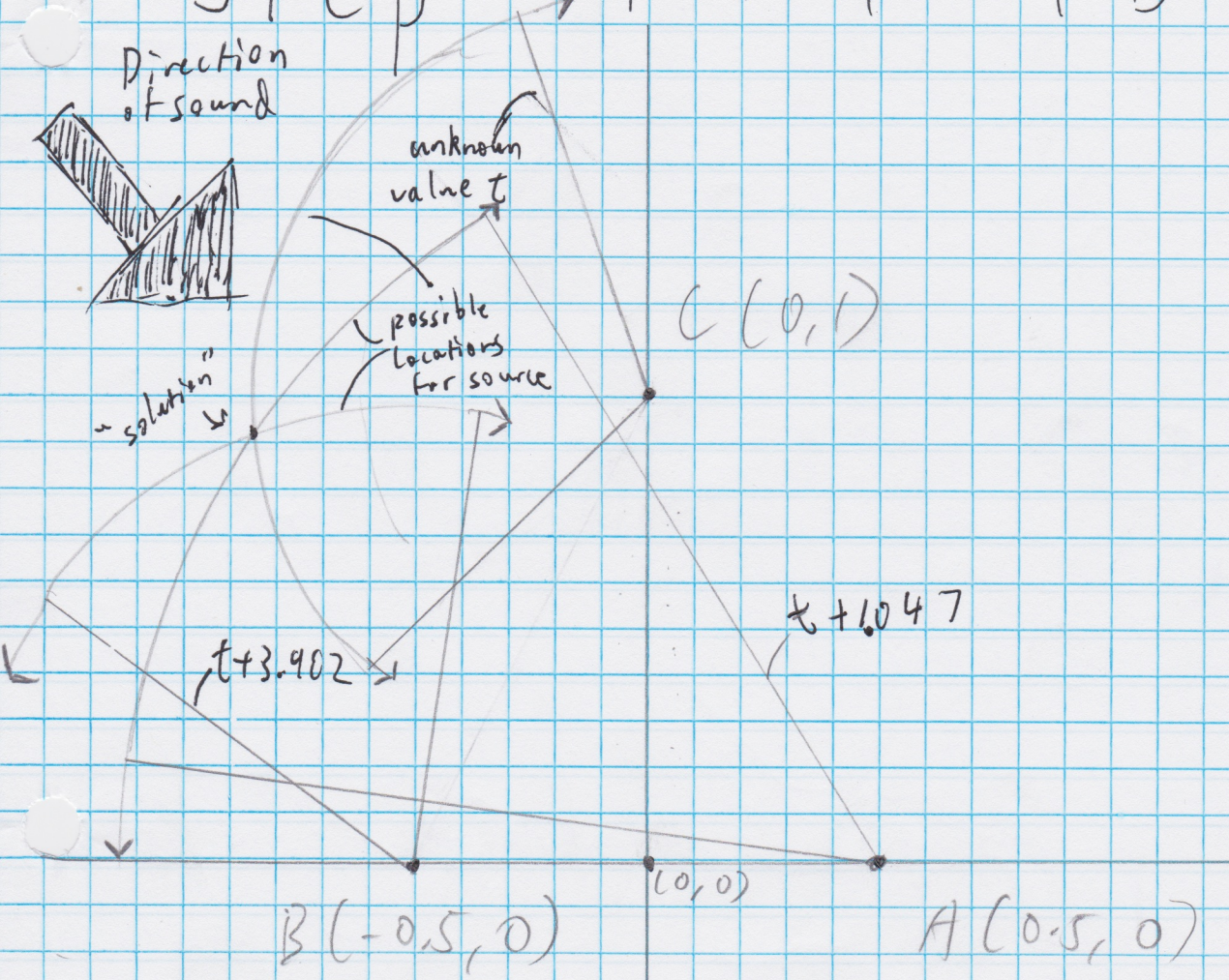
# Step 4A & 4B




C recieved the sound first, so it must be closest
B recieved it second, so it is second closest.
A, by the same logic, is last (farthest)

if we give t, the unknown time from source to C, as the radius of a circle and draw it, we get the possible values of the source

Doing the same with t + 3.902 (B) results in a circle (3.902 added on mitigates the extra distance from Source to B compared to Source to C.

Doing that with A yields a point where all three intersect.
(I did not draw full circles)
Relative to the center of the points, the sound comes from the NorthWest

A simpler method: In order for the sound to hit C, then B, then A, the circle drawn from the sound leaving the source must approach C first, from the north side. But to hit B second, it must also come from the west. NW