METHOD 2 Using a Graph Another approach is to use a graph to solve the equation $35-28 \cos \frac{\pi}{6.2} t=7$. You can use a graphing calculator to make the graph.

STEP 1 Enter the functions $y=35-28 \cos \frac{\pi}{6.2} x$ and $y=7$ into a graphing calculator. Again, note that time is now represented by $x$ and water depth is now represented by $y$.

STEP 2 Graph the functions. Set your calculator in radian mode. Adjust the viewing window so that you can see where the graphs intersect on the interval $0 \leq x \leq 24$.

STEP 3 Find the intersection points of the two graphs using the intersect feature of the graphing calculator. On the interval $0 \leq x \leq 24$, the graphs intersect at $(0,7)$ and $(12,4,7)$. Because $x$ represents the number of hours since midnight, you know that the water depth is 7 feet at midnight and 12:24 P.M.


## Practice

## SOLVING EQUATIONS Solve the equation using a table and using a graph.

1. $20 \sin \frac{\pi}{4} x-6=8$
2. $5 \cos \frac{\pi}{6} x+6=2$
3. $-10 \cos 2 \pi x=3$
4. $3+4 \sin \frac{\pi}{2} x=2$
5. $-15-10 \sin \frac{\pi}{20} x=-11$
6. $-34 \cos \frac{\pi}{5}\left(x-\frac{\pi}{10}\right)+22=17$
7. WHAT IF? In the problem on page 938, suppose you want to find the time(s) when the depth of the water in the Bay of Fundy is 15 feet. Find the time(s) using a table and using a graph.
8. WRITING Explain why the equation $2 \sin x+3=0$ has no solution. How does a graph show this?
9. BUOY An ocean buoy bobs up and down as waves travel past it. The buoy's displacement $d$ (in feet) with respect to sea level can be modeled by $d=3 \sin \pi t$ where $t$ is the time (in seconds). During the one second interval $0 \leq t \leq 1$, when is the buoy 1.5 feet above sea level? Solve the problem using a table and using a graph.
