- Gets rid of waste
- Protects from harsh conditions
- Cells are specialized for maintaining certain aspects of the internal environment
 - Allows for multicellular animals to be larger, thicker, and more complex
- Set point is compared with feedback which sends error signal to regulatory systems and then control systems
- Organs
 - Organs are always made of epithelial tissue and usually all 4 types
 - Epithelial tissue protects the body and its compartments and controls what goes in and out of the body
 - Skin
 - Secrete hormones, milk, mucus, sweat, digestive enzymes
 - Provide information for the nervous system
 - Muscle tissues generate force and movement
 - Skeletal muscle is attached to bone for locomotion and other body movements
 - Cardiac muscle is responsible for pumping blood and makes up the heart
 - Smooth muscle makes up the inside of hollow organs
 - Connective tissue cells are generally dispersed in the extracellular matrix that they make themselves
 - Strength, resistant to stretch, structural slap
 - Cartilage and bone provide support
 - Blood cells dispersed in particular
 - Adipose is fat command are a major source of stored energy
 - Neural tesur processes information
 - Neurons encode and conduct information through electrical and chemical sign is that are received by target cells
 - Gliano be support functions for neurons and can send chemical signals
- How does temperature affect living systems?
 - Cells can only function over a narrow range of temperatures
 - Lower temp for most cells is 0 celsius and upper is 40-45 celsius
 - Q10 is a measure of temperature sensitivity
 - =1 if the reaction is not temperature sensitive
 - Reaction rate doubles as temperature goes up by 10 celsius
- Endotherms produce more heat because their cells are less efficient at using energy
 - Na+ ions are constantly diffusing into the cells and K+ ions are constantly diffusing out of cells which means they expend more energy and release more heat
- Ectotherms can use behavior to maintain a fairly stable temperature