- Only a few seconds supply is maintained, not a problem as ATP is rapidly reformed from ADP and inorganic phosphate
- HERE'S WHY IT'S BETTER THAN GLUCOSE AS AN IMMEDIATE SOURCE OF ENERGY
 - Each ATP molecule releases less energy than each glucose molecule- energy is released in smaller, more manageable guantities, less wasted as heat
 - Glucose takes a long series of reactions to break down fully, hydrolysis of ATP is a single reaction, releases energy immediately
- ATP can't be stored, must be continuously made, hello mitochondria, lots in muscle fibres and small intestine epithelium cells

ATP IS USED FOR...

- Metabolic processes, building macromolecules, breaking them down •
- Movement, provides E for filaments of muscles to slide past each other, muscle contraction •
- Active transport, E for protein carriers to change shape
- Secretion, E for formation of lysosomes
- Activation of molecules, inorganic phosphate can be used to phosphorylate other m Notesale.co.uk compounds and make them more reactive
 - Eg in glycolysis

WATER IS COOL AS

- Major component of cells •
- Dipolar, forms hydrogen bonds, e.d. o a number of WERL PROPERTIES
- Water is a MAJOR RAY MATERIAL IN PHOTOS NTHESIS
- Water is used to break down complex molecules VIA HYDROLYSIS
- Water is a solvent, and provides an aqueous medium in which reactions can take place
 - Readily dissolves gases
 - Dissolves inorganic ions, small hydrophilic molecules such as amino acids, monosaccharides, ATP
 - Enzymes
 - Allows molecules to meet and so react,
- Water has a high specific heat capacity
 - Because of H bonds, water molecules have a lot of cohesion, takes a lot of energy to break the molecules apart and heat water
 - Means water makes a great buffer against sudden temperature change
- Water has a high latent heat of vaporisation
 - Because of aforementioned cohesion, takes a lot of heat to evaporate water... means that sweating is a rly effective way of losing heat for mammals
- Water has cohesion
 - Means water can be **pulled up xylem** 0