More on State Batching & State Updates

React batches state updates -
see: https://github.com/facebook/react/issues/10231#issuecomment-316644950

That simply means that calling

```
1. setName('Max');
2. setAge(30);
```

in the same synchronous (!) execution cycle (e.g. in the same function)
will **NOT trigger two component re-render cycles**.

Instead, the component will **only re-render once** and both state updates will
be **applied simultaneously**.

Not directly related, but also sometimes misunderstood, is when the new state value
is available.

Consider this code:

```
1. console.log(name); // prints name state, e.g. 'Manu'
2. setName('Max');
3. console.log(name); // ??? what gets printed? 'Max'?
```

You could think that accessing the name state after `setName('Max');` should
yield the new value (e.g. `'Max'`) but this is **NOT the case**. Keep in mind, that the **new
state value is only available in the next component render cycle** (which gets
scheduled by calling `setName()`).

**Both concepts (batching and when new state is available) behave in the same way
for both functional components with hooks as well as class-based components
with `this.setState()`!**