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()!**